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# SAMURAI WARRIORS<sup>TM</sup>

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# SAMURAI WARRIORS™



**Elliott Chin Mark Cohen**

**PRIMA OFFICIAL GAME GUIDE**



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## Characters

### Character Availability

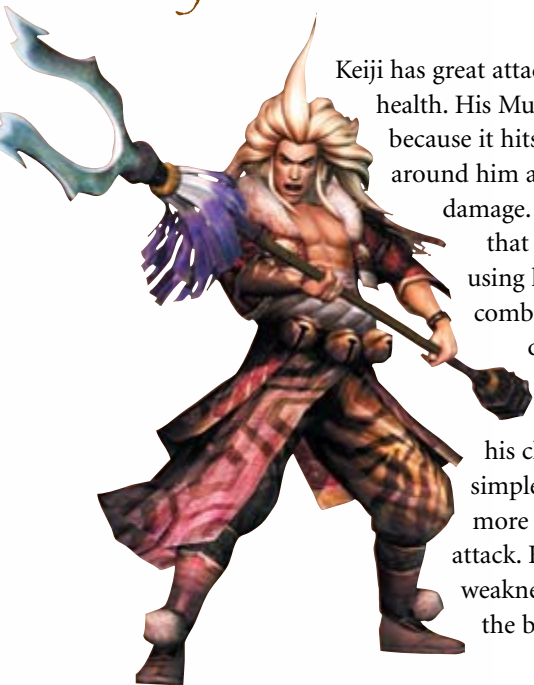
Name	Condition 1	Condition 2	Condition 3
Yukimura Sanada	Default	—	—
Keiji Maeda	Clear Kenshin Story mode	—	—
Nobunaga Oda	Clear Noh Story mode	Clear Oichi Story mode	Clear Magoichi Story mode
Mitsuhide Akechi	Default	—	—
Goemon Ishikawa	Clear Okuni Story mode	—	—
Kenshin Uesugi	Default	—	—
Oichi	Default	—	—
Okuni	Clear Keiji Story mode	—	—
Kunoichi	Clear Shingen Story mode	Clear Hanzo Story mode	—
Magoichi Saika	Clear any Story mode	—	—
Shingen Takeda	Clear Yukimura Story mode	—	—
Masamune Date	Clear any two Story modes	—	—
Noh	Clear Ranmaru Story mode	—	—
Hanzo Hattori	Default	—	—
Ranmaru Mori	Clear Mitsuhide Story mode	—	—



## Yukimura Sanada

Yukimura begins with good attack power, excellent Musou abilities, and an outstanding charge attack. When you combine spear thrusts with his charge, he can reduce an enemy squad to shambles. A dependable strategy for Yukimura is to run and slash straight through a crowd to reduce its numbers and injure a wide path of enemies. With more elbow room to swing his spear, he can clean up the survivors with workmanlike efficiency.

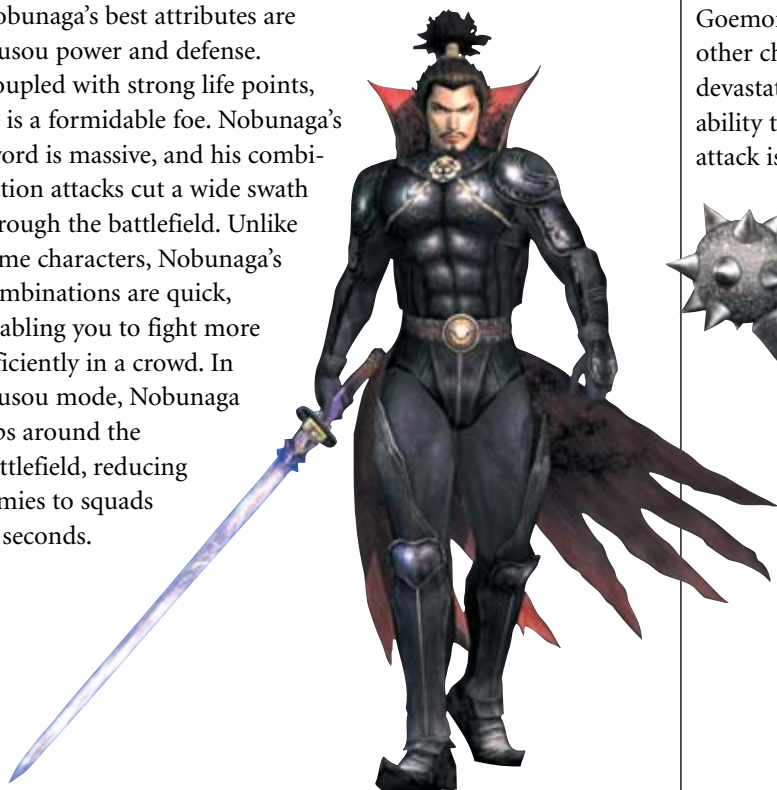
## Keiji Maeda



Keiji has great attacking power and good health. His Musou attack is deadly, because it hits all enemies in a sphere around him and does massive damage. The only drawback is that he cannot move while using his Musou attack. Keiji's combos are powerful and quick to execute as well. Keiji's only aspect that isn't phenomenal is his charge attack: it's a simple uppercut that does more damage than his regular attack. Keiji's power and lack of weaknesses make him one of the best characters available.

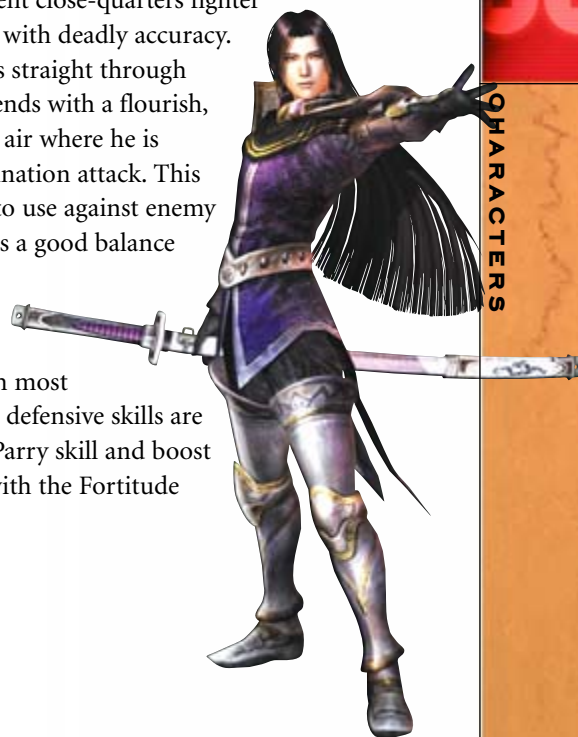
## Nobunaga Oda

Nobunaga's best attributes are Musou power and defense. Coupled with strong life points, he is a formidable foe. Nobunaga's sword is massive, and his combination attacks cut a wide swath through the battlefield. Unlike some characters, Nobunaga's combinations are quick, enabling you to fight more efficiently in a crowd. In Musou mode, Nobunaga zips around the battlefield, reducing armies to squads in seconds.



## Mitsuhide Akechi

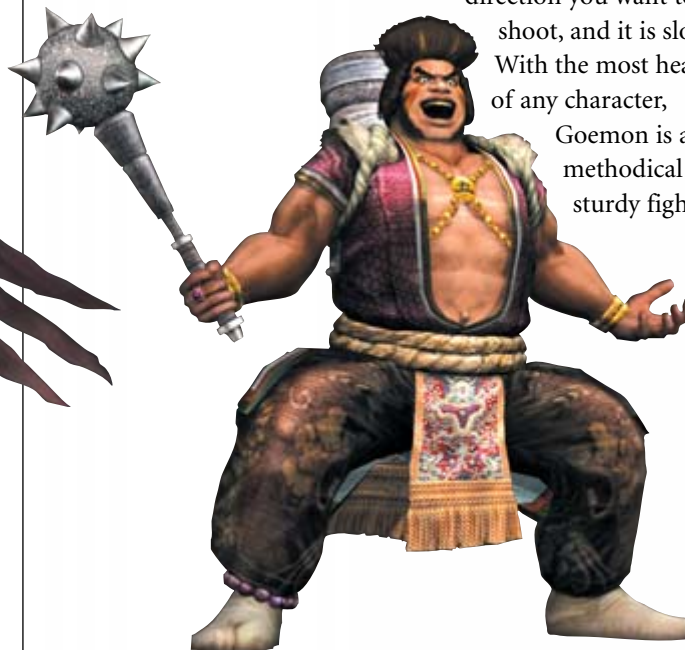
Mitsuhide is an excellent close-quarters fighter who wields his sword with deadly accuracy. His charge attack goes straight through an enemy squad and ends with a flourish, lifting a soldier in the air where he is vulnerable to a combination attack. This is an excellent attack to use against enemy officers. Mitsuhide has a good balance between power and speed, making him effective anywhere on the battlefield. As with most default characters, his defensive skills are average, so learn the Parry skill and boost Mitsuhide's defense with the Fortitude and Block skills.



CHARACTERS

## Goemon Ishikawa

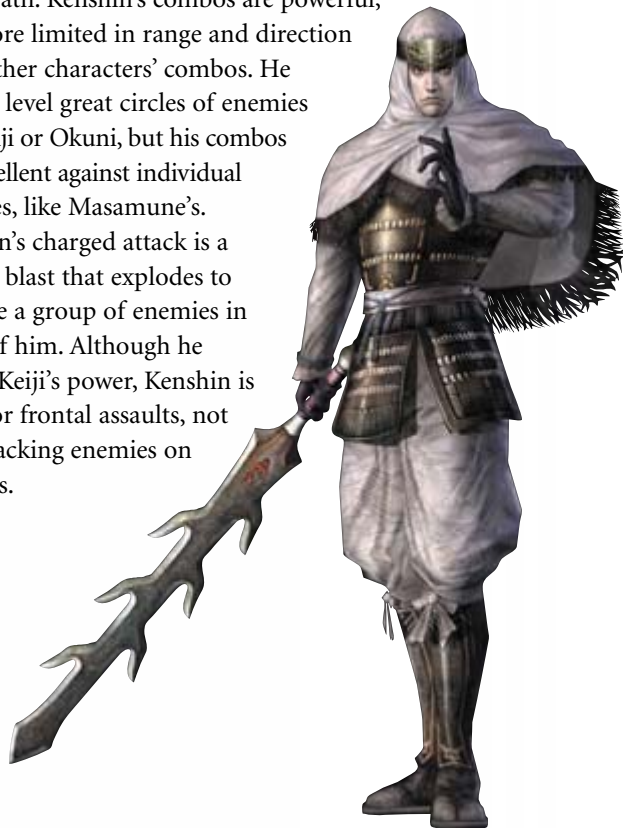
Goemon rivals Keiji for sheer attack power, but he is slower than other characters in terms of attack speed. His combos are devastating, but also slow to execute. Goemon has the unique ability to break down walls with his charge attack. His Musou attack is ranged, but you must point the analog stick in the direction you want to shoot, and it is slow. With the most health of any character, Goemon is a methodical and sturdy fighter.





## Kenshin Uesugi

Kenshin rivals Goemon and Keiji for attack power, and is as durable, with a long Life Meter. Like Keiji, though, he is average in speed. Kenshin has a great melee Musou attack that allows him to move a limited distance and attack lots of enemies in his short path. Kenshin's combos are powerful, but more limited in range and direction than other characters' combos. He cannot level great circles of enemies like Keiji or Okuni, but his combos are excellent against individual enemies, like Masamune's. Kenshin's charged attack is a ranged blast that explodes to damage a group of enemies in front of him. Although he shares Keiji's power, Kenshin is built for frontal assaults, not for smacking enemies on all sides.



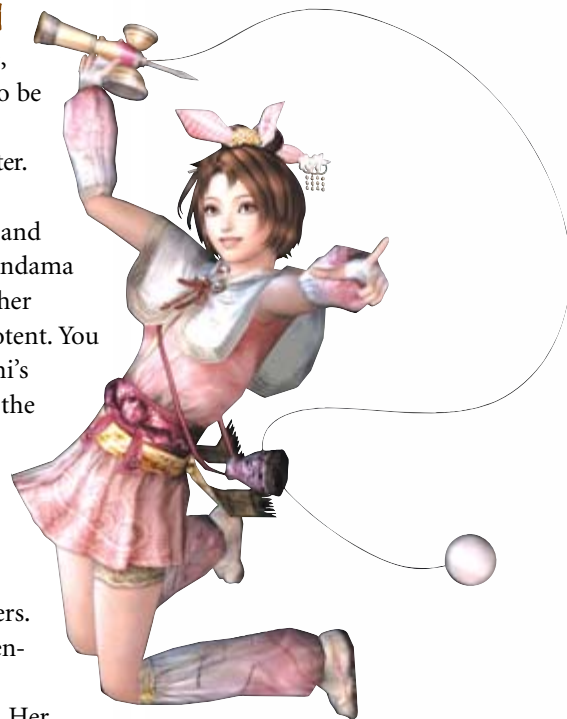
## Okuni

Okuni is a character with very low attack power but great crowd-control ability. Like Keiji, she has quick combos that can lay waste to hordes of enemies at a time. Her charge attack is also useful: she throws out her umbrella a few feet in front of her, then spins it around (by using the analog stick) to hit all enemies in a circle around her, or keeps it locked on a single enemy to do more damage. Her Musou attack works along the same lines. It's useful for taking out many enemies within a short distance around her, but not good against close-up enemies.



## Oichi

At first glance, Oichi seems to be the weakest default character. However, her speed, agility, and wide-angle kendama attacks make her deceptively potent. You must use Oichi's acrobatics on the battlefield, because her power is lower than that of most other characters. However, defensively, Oichi is above average. Her charge attacks send opponents flying in the air, where you can inflict additional punishment with combination attacks.



## Kunoichi

Kunoichi is the only character besides Hanzo who can double jump. She can thus clear obstacles easily, and find secret power-ups in certain levels. Her speed is great, although her attack power is weak. Kunoichi has good combo attacks, which, when combined with her speed, let her slice through enemies. When she uses her Musou attack, she spins around like a top through enemies. The damage isn't tremendous, but she can move while doing it, which lets her execute her Musou attack away from the enemy, then move into them, or let her move between spread-out groups of enemies. Her charge attack is tricky to use, because it is a sprint, then a jump attack. The longer you hold down the charge button, the farther she runs before landing.



## Magoichi Saika

Magoichi features a lethal combination of ranged and melee power. He can swing his musket like a sword, and although his attacks are not as powerful as those of Kenshin or Goemon, he finishes up a combination with several blasts at a semi-circle of enemies. When he has little room to operate, he whittles away at large armies, making them easier to attack up-close.



## Shingen Takeda

Shingen has the heart of a lion and a Life Meter to match. His defensive skills are without peer, and he generates amazing power with his collection of fans. His whirling fan attack sends enemies flying in all directions. He is one of the slowest characters, but after knocking enemies off their feet, he doesn't need overwhelming speed to finish them off. Shingen's charge attack is devastating, and he has outstanding defensive skills both on horseback and on the ground.



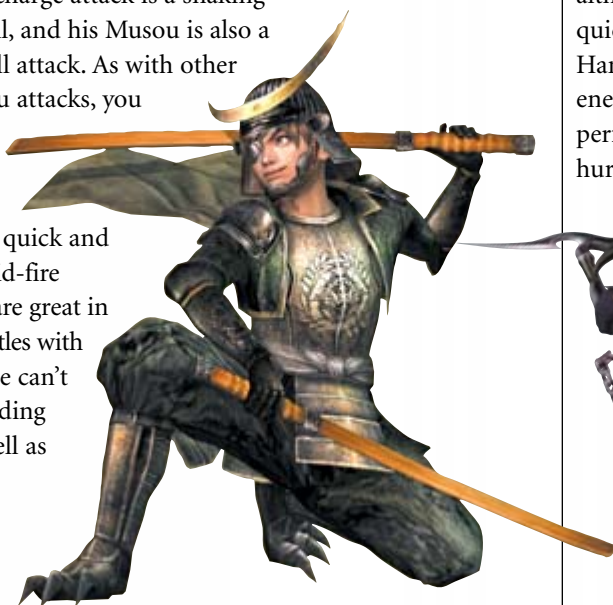


## Masamune Date

Masamune has good life and above-average attack power, but overall, he is an average character. He has good mid-ranged attack capability, although not on par with Okuni or Hanzo.

Masamune's charge attack is a snaking frontal fireball, and his Musou is also a ranged fireball attack. As with other ranged Musou attacks, you need to aim him with the analog stick.

Masamune is quick and has some rapid-fire combos that are great in individual battles with officers, but he can't clear surrounding enemies as well as Okuni does.



## Noh

Noh is an elegant lady who packs a punch. She has the most exotic assortment of weapons, including insect claws, a short blade, a hatchet, and a cursed arm that sends fireballs in all directions.

Noh has excellent speed and agility, and although her attack power is less than Shingen's, she makes up for it with a wide range of creative attacks. Noh's basic combination includes kicks and sweeps, but her advanced multi-charge attack adds explosives to the finish. A word of caution: Noh's somersaults are slow, and better used against a single opponent than on a crowded battlefield.



## Hanzo Hattori

Hanzo has good speed but average attack power. While he isn't the fastest or strongest character, he is above average in most attributes, including life and Musou. Hanzo's combos are good, although he doesn't have the power to clear out many enemies quickly like Okuni or Keiji. He has great linear attack power. Hanzo's Musou attack is a ranged one that fires energy at enemies. You have to move him using the analog stick while performing a Musou attack, though. His charge attack is a hurled bomb that explodes and damages nearby enemies.



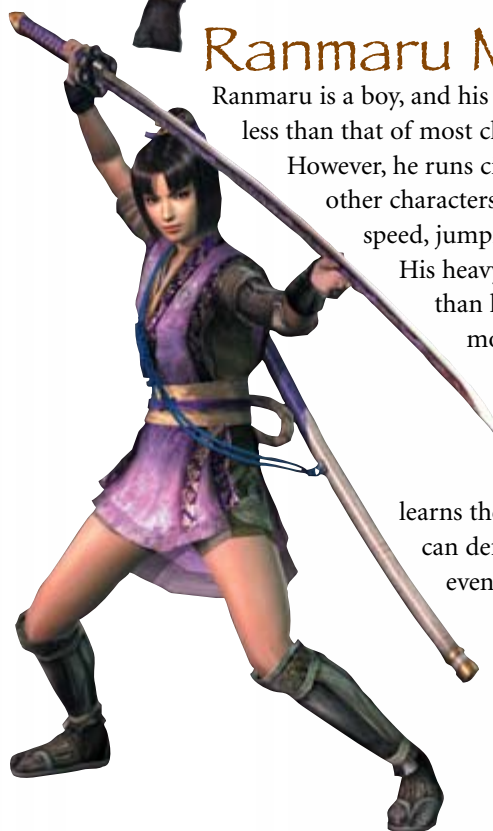
## Ranmaru Mori

Ranmaru is a boy, and his attack power is less than that of most characters.

However, he runs circles around the other characters with superior speed, jumping, and agility.

His heavy katana is bigger than he is and it takes more time to swing than other characters' blades.

However, when Ranmaru learns the Parry skill, he can deflect any attack, even bullets.



# Weapons and Items

## Weapons

### Character Weapons

Character	Weapon	Description
Yukimura Sanada	Sickle Spear	A spear with a sickle-shaped blade protruding from the base of the head
	Cross Spear	A spear with two sickle blades that form a cross shape with the head
	Lunar Spear	A spear crafted by the great smith Houzouin
	Kouryuga	A spear adorned with blades that resemble a red dragon's teeth
	Susano	A spear that embodies the power of the god of destruction
Keiji Maeda	Double Pike	A pike with a dual blade
	Koto Pike	Called such for its resemblance to the musical instrument
	Crimson Pike	The spear used by Keiji when he drove away the Mogami forces
	Kagura	Named after a divine dance for its elegance and grace in battle
	Izanagi	The pike belonging to Izanagi, one of the gods of creation
Nobunaga Oda	Kumo-giri	A blade that belonged to Raikoh of the legendary Genji Clan
	Oni-giri	The sword used by the ancient hero Tsuna Watanabe
	Hasebe	An exceptional blade forged by the great smith Kunishige Hasebe
	Muramasa	A dark masterpiece crafted by the legendary smith Muramasa
	Orochi	The blade that was used to slay Orochi, the great serpent
Mitsuhide Akechi	Nameless	A standard katana sword with no engraved markings
	Masterpiece	A quality sword with no engraved markings
	Chikakage	Mitsuhide's sword of choice. Forged by the great smith Chikakage
	Juzumaru	A blessed sword said to have belonged to the divine Nichiren
	Futsu-Mitama	Said to be a gift from the gods to Emperor Jinbu
Goemon Ishikawa	Stone Splitter	Club and cannon set that can crush stone
	Rock Crusher	Club and cannon set that can destroy giant boulders
	Bond Breaker	Club and cannon set able to level mountains
	Kai-Basara	Named after one of the Twelve Generals of the Heavens
	Takemikazuchi	Embodies the soul of the mythical warrior Takemikazuchi
Kenshin Uesugi	Wave Blade	A sword with a deadly waved blade
	Shichitsuka	An ancient long sword of renown
	Seven Spirits	An ancient long sword with mystical properties
	Ichimonji	Kenshin's sword that is said to embody a woman who appeared in his dreams
	Murakumo	Crafted from the tail of the great serpent Orochi
Oichi	Ume	A kendama with a crimson ball
	Fuji	A kendama with a violet ball
	Yuri	A kendama with an ivory ball
	Sumire	A kendama crafted from a celestial orb
	Sakura	A kendama imbued with the spirit of the legendary beauty Konohana
Okuni	Ban-Gasa	A standard Eastern style umbrella
	Mai-Gasa	An umbrella used for traditional dance
	Butoh-Gasa	An umbrella specially crafted for battle
	Gekka	An umbrella enchanted with the powers of the Moon
	Hikage	Said to be carried by an acolyte of the great goddess Amaterasu
Kunoichi	Dagger	Custom daggers with holes in the blade
	Whirlwind	Daggers made to be spun when attacking
	Cyclone	Daggers that can call forth the wind
	Shiranui	Enchanted daggers able to vanquish evil spirits
	Kushinada	The corporeal form of Kushinada, wife of the god Susano

Character	Weapon	Description
Magoichi Saika	Sakai Musket	A musket made in the City of Sakai
	Tanegashima	A musket made on the island of Tanegashima
	Kunitomo	A musket hand-crafted by the master gunsmith Kunitomo
	Gokuraku	A musket said to be blessed by the gods
	Gokuen	A musket imbued with the power of the fire god who destroyed Izanami
Shingen Takeda	War Fan	An ornate fan carried in battle
	Shogun Fan	A war fan carried by the commander of an army
	Furinkazan	A war fan engraved with the teachings of Sun Tzu
	Kokushimusou	A legendary war fan passed on to only the mightiest of heroes
	Kourin	A divine war fan created in honor of Buddha's birth
Masamune Date	Oak Sword	Swords carved out of fine oak
	Mauler Blade	Hard wooden swords that can shatter bones on impact
	Divine Spruce	Swords carved out of an ancient mystical spruce
	Bontenmaru	Legendary swords made in the dragon god's likeness
	Mikaboshi	Imbued with the power of the star god Mikaboshi
Noh	Tokage	A short blade made to resemble a lizard
	Kamakiri	Claws made to resemble those of a praying mantis
	Kumo	A hand hatchet made from a monster spider's legs
	Mukade	Claws made from a giant centipede's hide
	Hiruko	A cursed arm with the power to maim gods
Hanzo Hattori	Kusarigama	A sickle with a chain attachment
	Iga-Gama	A kusarigama given only to ninja of the Iga School
	Kubinagi	A heavy kusarigama with a deadly-sharp blade
	Hiryuu	Made from the claws of the Hiryuu (flying dragons)
	Yamikiba	A dark weapon forged in the depths of the Underworld
Ranmaru Mori	Nodachi	A long heavy katana
	Zamba	A heavy katana able to cut horses in two
	Yukimitsu	One of Ranmaru's prized swords, forged by the great smith Yukimitsu
	Tomonari	A great katana given to Ranmaru by his lord, Nobunaga
	Kamudo	A legendary katana which can cleave the earth and raise mountains
New Officer	Katana	A standard Japanese sword
	Ishi-Kiri	Katana of the great Genji warrior Yoshihira
	Doudanuki	A powerful katana able to cleave through iron
	Kanemitsu	Forged by the great smith Kanemitsu
	Douji-Kiri	The legendary blade that took the head of the demon Shuten-Douji
New Officer	Spear	A standard battle spear
	Great Spear	A spear with an immensely long shaft
	Piercer	An incredibly sharp spear that can pierce easily through any armor
	Nihon-Gou	A spear of renown that belonged to the great general Masanori Fukushima
	Tombo-Giri	A dragonfly that landed on this spear's blade was cut in two
New Officer Naginata	Polearm	A standard pole weapon with good range
	Naginata	The classic polearm of Japan; easy to use
	Onitake	The naginata owned by the great general Onitake
	Tomoe	The naginata of Lady Tomoe, the greatest female warrior of Japan
	Benkei	The naginata of Benkei, the legendary warrior monk



## Fifth Weapon

It is possible to acquire a fifth weapon for each character. The first step is to clear a character's Story mode on Hard difficulty. After accomplishing this, consult the following table for earning extra weapons.

**NOTE** WHEN A SCENARIO NUMBER INCLUDES A OR B, IT RELATES TO THE "A" OR "B" PATH, AS DESCRIBED IN THE WALKTHROUGHS.

Character	Scenario Number	Scenario Name	Conditions	Found as Treasure/Defeat Supply Unit
Yukimura	5A	Siege of Osaka—Summer A	Clear mission 6, and get 1,000 KOs	Defeat supply unit
Keiji	5	Kawanakajima Challenge	Defeat all Uesugi Army officers (except Kenshin)	Defeat supply unit
Nobunaga	1	Battle of Okehazama A	Clear mission 8 without defeating Hanzo. This mission appears when the following conditions are met: mission 2 failed; player has eliminated Ieyasu; player is in the map's western half; player has defeated 5 or more Imagawa officers	Defeat supply unit
Mitsuhide	4A	Battle of Yamasaki C	Clear mission 3 before mission 4 appears	Defeat supply unit
Goemon	4A	Osaka Intrusion	Clear mission 3 within 300 seconds	Found as treasure
Kenshin	5A	Kawanakajima Showdown A	Clear missions 3 and 5, then clear mission 7 within 1 minute	Defeat supply unit
Oichi	3	Battle of Anegawa B	Clear missions 1 through 4 without losing any allied officers	Defeat supply unit
Okuni	3	Dance of Ise	Without failing mission 1, clear missions 3, 5, and 7	Defeat supply unit
Kunoichi	4	Rescue at Ueda Castle	Reach the top floor of Ueda Castle within 4 minutes	Found as treasure
Magoichi	3	Battle of Echizen	Clear mission 3 perfectly, i.e., retreat while all 5 peasant units are still present	Defeat supply unit
Shingen	5B	Kawanakajima Showdown B	Clear missions 1, 2, 3, and 8; clear mission 9 within 1 minute	Defeat supply unit
Masamune	5A	Attack on Honnouji A	Clear mission 3 while officers Kojyuuro Katakura and Shigezane Date are present	Defeat supply unit
Noh	4A	Betrayal at Honnouji A	Clear mission 2 within 5 minutes	Defeat supply unit
Hanzo	2	Battle of Mikatagahara B	Clear missions 2 and 8	Defeat supply unit
Ranmaru	3	Betrayal at Honnouji A	Clear missions 1 and 2	Defeat supply unit
New Officer—Spear	5A	Siege of Osaka—Summer A	Clear mission 11, and enter the Tokugawa camp before Yukimura	Defeat supply unit
New Officer—Sword	3	Battle of Nagashino A	After Katsuyori Takeda retreats, Nobufusa Baba is defeated, and Keiji Maeda is present	Defeat supply unit
New Officer—Naginata	1	Battle of Okehazama C	Before Nobunaga enters the Imagawa Camp, player defeats all Oda officers besides Nobunaga and Noh	Defeat supply unit

## Rare Items

Unlike Fifth Weapons, Rare Items have no universal conditions. Consult the following table for scenarios, locations, and specific conditions for each item.

Item Name	Story Mode	Scenario Number	Scenario Name	Area	Condition	Found as Treasure/Defeat Supply Unit
Arabian Saddle	Yukimura	5A	Siege of Osaka—Summer A	Outside Osaka Castle	Clear mission 4 before the northwest fortress falls	Defeat Supply Unit
Matsukaze Saddle	Shingen	4A	Siege of Azuchi Castle A	Outside Azuchi Castle	Defeat Keiji (by the colossal gate) within 1 minute	Defeat Supply Unit
Horse Armor	New Officer	3	Battle of Nagashino A	Mikawa	After mission 5 begins, enter the Oda Camp within 1 minute	Defeat Supply Unit
Warrior's Tale	New Officer	5A	Siege of Osaka—Summer A	Outside Osaka Castle	You must set 4 bodyguards before beginning the stage; after clearing mission 1, your bodyguards are alive	Defeat Supply Unit
Battle Drum	Okuni	4	Dance of Kawanakajima	Kawanakajima	Hit the drum (found somewhere in the stage) a set amount of times	Defeat Supply Unit
Gold Incense	Noh	5A	Gifu Intrusion	Gifu Castle, Third Floor	Activate and clear mission 5	Found as treasure
War Rations	New Officer	N/A	N/A	N/A	Acquired in a New Officer Mode event	Automatic
Guiding Doll	Goemon	4A	Osaka Infiltration	Osaka Castle, First Floor	Get four treasures on the First Floor	Found as treasure
Healing Balm	Survival Mode-Tower	N/A	N/A	N/A	Clear 30 Floors on Tower Mode	Automatic
Hachiman Bell	Masamune	5B	Odawara Campaign	Odawara Castle, Third Floor	Find every false staircase on the Third Floor	Found as treasure
Lantern	Kunoichi	4	Rescue at Ueda Castle	Ueda Castle, Fourth Sub-level	Reach the last sublevel after at least 15 minutes have elapsed	Found as treasure
Element Rune	Kenshin	3	Kawanakajima Showdown A	Kawanakajima	Get 1,000 KOs	Defeat Supply Unit

# Tactics and Skills

## Introduction

This chapter teaches you how to survive the battlefields of *Samurai Warriors*. This includes basic tactics such as running, charging, jumping, elemental attacks, and enhanced skills you acquire by earning points during Story mode. Of course, you may have different ideas of how to customize your character to a particular fighting style. Our tips give you the skills you need to win battles, complete missions, and fill your bank with skill points. From there, it's up to you!

## Tactics

### RUNNING ATTACK

Always lead off with a running attack. Press **■** while running and you slide to a stop among the enemy while attacking with your weapon. A running attack does more damage than a regular attack and hits multiple enemies in an arc in front of you.

### CHARGE ATTACK

Charge attacks take a long time to execute, so do not use them when enemies are pressed against you from all sides. However, if you have enough space and time to perform a charge attack, do so. It does more damage than a normal attack and affects a greater area.

### JUMP ATTACK

A great way to push back enemies is with the jump attack. Jump into the air and press the charge button. You then slam into the ground with a devastating attack that knocks all nearby enemies to the floor. Use this if you are overcome with enemies. It clears breathing room around you, and gives you a chance to escape to tighter quarters or run after a specific target.

#### TIP

WHEN AN ENEMY ATTACK THROWS YOU INTO THE AIR, INSTEAD OF LANDING ON YOUR BACK OR SOMERSAULTING, PRESS THE CHARGE BUTTON (**▲**) AND PERFORM A SLAM ATTACK ON THE GROUND TO DAMAGE THE ENEMY WHILE LANDING ON YOUR FEET.

### ELEMENTAL ATTACKS

The four elements in *Samurai Warriors* are Fire, Lightning, Ice, and Dark. For pure damage, Fire is the most destructive. It not only disperses over a wide path of enemies, but the target also burns for a time, suffering additional damage.

Ice does not extract as much damage as Fire, but it immobilizes its target. It is best used to turn the tide of a lopsided battle, giving you a chance to run away, or reposition your attack. Frozen enemies can't move or attack for several seconds. You can still hit enemies who are encased in ice.

### THE VALUE OF COMBOS

Being able to chain together multiple hits is key to defeating the hordes you face. These combos do more damage than regular attacks. More importantly, because the attacks in the chain are so fast, there is no pause between hits, meaning the opponents caught in the combo cannot attack you back.

Be aware, though, that some combos operate in stages, and the most powerful hits are usually at the end of the combo chain. For instance, Goemon has a three-stage combo using **■**, **■**, **■**, **▲**, **▲**, **▲**. He strikes the opponents in front of him with his club several times, then twirls his club around his head three times, and finally lets his club whip almost uncontrollably around his head for another three strikes. At any break between these three stages, Goemon is vulnerable to being hit. If he is struck, his combo is interrupted.

Additionally, enemies who are not in the area of the attack can still hit a character while they are executing a combo. So if someone hit Goemon in the back while he was in the middle of a combo, it would disrupt his chain of attacks.

When surrounded by enemies, decide whether speed is more important than power. If you are Goemon and two dozen ninja surround you, do not use your triple-stage combo, because you are likely to get interrupted before you can get to the best stage. Instead, use a combo that does not have multiple stages, or that does not have as long a pause between stages. If you are a fast attacker, like Hanzo or Kunoichi, using your multistage combo in that situation might be fine. If your attackers are fewer or slower, then your long combos would be more appropriate. Judge the situation based on your character's speed and the number and speed of your enemies.

If you are surrounded, use combos or Musou attacks that can strike all the enemies in a circle around you.

If you are facing enemies in front of you, use combos and attacks that are linear and not circular.



## Skills

### EXCELLENT SKILLS TO BUY AT FIRST CHANCE

These skills are the best ones available. They help you in nearly all situations. Buy these first.

Skill	Comments
Acclaim	Gives you more experience and a higher rank when you clear levels; getting more experience gives you more points to spend on skills.
Fitness	Healing items have more effect. With Life power-ups hard to come by on many levels, this skill is a must.
Guts	Prevents staggering when receiving ranged attacks; neutralizes the punch of archers and muskets.
Mastery	Your Musou attacks are also True Musou attacks, so you don't need to be near death to get the most out of your Musou.
Parry	Automatic guarding while moving. Happiness is never having to manually block a frontal attack again.
Reach	Increases your attack range, letting you hit more enemies.

### SKILLS TO CONSIDER

These skills are good, but aren't always in effect. Some only help you when you are near death. It is dangerous to take a skill that only benefits you when you are almost dead. If you always stay at maximum health, you get no benefit from these skills. However, you will be near death often in the toughest scenarios, so these skills can help. Remember, though, these skills should *not* be an enticement to stay near death.

Skill	Comments
Celerity	Doubles speed when near death.
Fortitude	Doubles defense when near death.
Frenzy	Doubles attack when near death.
Grace	Automatically somersault when you are thrown in the air.
Potency	Your Musou attacks are stronger; only good if your character has a good Musou attack you use often.

### SPECIALIZED SKILLS

These skills provide significant improvement for certain attacks or situations, but are so specialized that you are better off taking another skill first.

Skill	Comments
Cavalier	Increases your mounted attack power. However, with only half your levels on the field, this skill is useless for half the game.
Drive	Increases your charged attack power. You won't be using your charged attack as much as regular attacks and Musou, so those areas should be improved with other skills before this one.

### SKILLS TO IGNORE

Do not bother with these skills. Some apply to situations that hardly ever happen, or to attacks you rarely use.

Skill	Comments
Vigor	Makes it easier for you to win deadlocks. Deadlocks don't happen often, and when they do, simply pressing the button faster can achieve the same result.
Pierce	Makes your ranged attacks more potent. Unfortunately, your melee attack is better than your ranged, so ideally you will never use your ranged attack.
Pressure	Increases the power of your deadlock attack if you win a deadlock match. Again, Deadlocks don't happen often enough to justify taking this skill.
Resilience	Prevents disorientation after an enemy hit; this rarely happens, so it's not a priority.
Resist	Prevents staggering after an enemy attack; the frequency of staggering from enemy attacks isn't high to begin with, so preventing it isn't a high priority.



## Enemy Units

In addition to the enemy officers of *Samurai Warriors*, various ninja, musketeers, archers, and unnamed fighters are your enemies. You can dispatch many with a flurry of attacks and little thought.



Several of these enemies, however, warrant greater consideration. These enemies are either too elusive, or capable of inflicting tremendous damage. Some are both. They are dangerous because they have the ability to move you against your will and disrupt your combination attacks.

### TIP

MANY OF THESE ENEMIES ARE ONLY DANGEROUS IF YOU DON'T GUARD. IT IS HARD TO PRESS **[L1]** BEFORE AN ATTACK. TO MAKE GUARDING AUTOMATIC, GET THE PARRY SKILL. AFTER YOU GET THIS, YOU AUTOMATICALLY BLOCK ALL FRONTAL ATTACKS WITHOUT HAVING TO PRESS **[L1]**.



## SKY NINJA/LADY NINJA



These disruptive ninjas attack by jumping into the air, then landing with an explosion that knocks you and all surrounding allies to the ground. The ninja then hops away, making it difficult to track their locations. Not only do their attacks inflict a lot of damage, but they also interrupt your combos and attacks. Because of their ability to disrupt your rhythm and combos, attack Sky and Lady Ninja first before any other enemies. Use quick combos for best results. Strong characters such as Keiji and Goemon can kill a Sky or Lady Ninja with a single combo, while weaker characters, like Okuni and Oichi, need two or three combos to defeat one.

## FIRE NINJA



Fire Ninjas throw bombs that explode after a short delay. The result, like the Sky Ninja's landing, is an explosion that launches your character into the air and interrupts your combo. However, unlike the Sky Ninja's attack, it is easy to avoid the bomb if you see it. You have one second to move away from it before it explodes. Also, the Fire Ninja stay in one spot while throwing



their bombs, so it is easy for you to rush up and kill them with a combo or two. Because they are often stationary targets, the Fire Ninja rank below the Sky and Lady Ninja in terms of threat severity.

## STRIKE NINJA



Strike Ninja are powerful enemies. They have more hit points than the Sky and Fire Ninja, making them harder to kill. They also have several attacks that can launch you into the air and disrupt your rhythm. One attack is a “pushing hands” move. They stumble forward while striking the air in front of them with their two open palms. When this attack connects, it throws you onto your back. The second attack is a ground stomp. A Strike Ninja lifts one foot, then slams it into the ground, with an effect similar to the Sky Ninja’s drop, but not as damaging. Although their attacks are potent, Strike Ninja need to wind up for a split second before they attack, so if you are alert, you can move away in time to avoid the attack. Also, despite their high points, Strike Ninja are slow, so you can outmaneuver them. For these reasons, the Strike Ninja is less dangerous in open spaces, but is your most dangerous enemy in tight corners.

## WIND NINJA



Wind Ninja attack by rolling into balls and launching themselves at you. When they hit, you are spun into the air and dropped to the ground. Like the Sky Ninja’s attack, this is disruptive. These ninja aren’t as ponderous as the Strike Ninja, nor are they as elusive as the Sky Ninja. What makes them most dangerous is their durability, because they have high hit points and the ability to block many attacks.

## MUSKETEERS AND ARCHERS



Ranged attackers deserve special attention. They can attack from long distance, hitting you several times before you can strike them back. When you see musketeers and archers, don’t run toward them in a straight line. Zigzag as you approach to prevent them from properly aiming. The other strategy is to avoid them. What makes ranged attackers most dangerous, though, is that their hits push you back and daze you. A ranged hit staggers you, meaning it stops you momentarily, interrupting combos and halting you if you are moving. So if, for example, you are trying to run past a trap and get hit by a musket shot, you’ll stop and suffer the effects of the trap.

### TIP

GET THE GUTS SKILL. IT MAKES YOU IMMUNE TO STAGGERING FROM RANGED ATTACKS. AFTER THAT, RANGED ATTACKERS ARE NO LONGER A THREAT, BECAUSE THEY HAVE LOW HIT POINTS AND DO AVERAGE DAMAGE.



# Yukimura's Tale

## The Battle of Kawanakajima



### Missions

- ❑ Launch a sneak attack on the enemy main camp!
- ❑ Return to Hachimanbara at once!
- ❑ Defend Kaizu Castle!
- ❑ Eliminate Kenshin Uesugi!

#### LAUNCH A SNEAK ATTACK ON THE ENEMY MAIN CAMP!



There is no time to lose as you initiate the sneak attack on Mt. Saijo. Don't look for a stealth route to Kenshin Uesugi's camp. Fight your way south from your opening position, destroying all enemy officers in your path. Follow the path as it curves west, but watch out for a squad of archers in the south-east corner.



Continue fighting your way toward Uesugi's camp. As you approach the first enemy tents, you receive word that the enemy army is moving. The sneak attack is a success, however, the Pincer strategy does not have the desired effect. An angry Uesugi leads his army to attack your camp at Hachimanbara.

#### RETURN TO HACHIMANBARA AT ONCE!

Your path to Hachimanbara is through Uesugi's camp in the map's southwest corner, but first you must defeat Kagetsugu Amakasu's army guarding the gates. Do not allow the enemy soldiers to surround you at the gate. Run and roll away from the fight if they knock you to the ground.



Cross the bridge to reach the outskirts of Hachimanbara. Counterattack to beat Uesugi's warriors. During the fight, you learn of Uesugi's retreat to the north. You face your final task of eliminating Kenshin Uesugi. He is in the map's northwest corner, and enemy soldiers fill your northern path.

After defeating Amakasu, the west gate to Mt. Saijo swings open. For added speed, jump on Amakasu's horse and gallop into the camp. However, if enemy soldiers knock you off the horse, remain on foot and fight your way to the camp. Time is of the essence.



#### ELIMINATE KENSHIN UESUGI!

After defeating a strong enemy presence north of Hachimanbara, your path will be clear until you reach Uesugi. Using a horse saves time here.



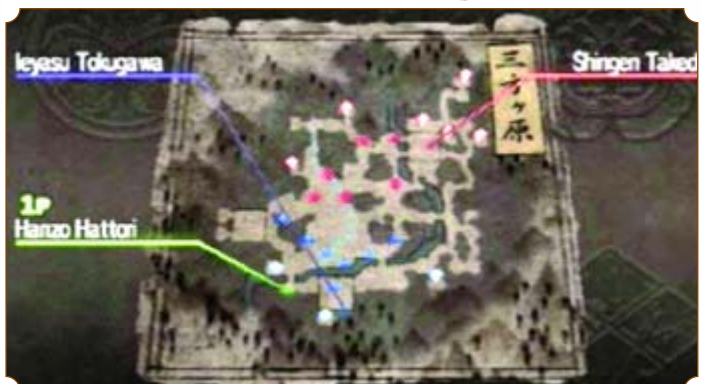
### NOTE

WHILE PURSUING UESUGI, YOU MAY RECEIVE INSTRUCTIONS TO "DEFEND KAIZU CASTLE," AT THE MAP'S MID-EASTERN EDGE. DEFEATING UESUGI ENDS THE BATTLE OF KAWANAKAJIMA VICTORIOUSLY, SO FINISH HIM OFF IF YOU ARE ALREADY ENGAGED. HOWEVER, IF YOU ARE STILL LOOKING FOR UESUGI WHEN THE CALL COMES IN, PROCEED TO KAIZU CASTLE AND DEFEAT THE ENEMY FORCES.



Continue through the gates and over the bridge to reach the enemy camp. Uesugi arrives on horseback, accompanied by a large army. Use your Musou attacks as you simultaneously battle Uesugi and thin the ranks of his army. When you strike the final deathblow, the battle ends in victory for the Takeda Army!

## The Battle of Mikatagahara





## Missions

- Distract the Tokugawa Army and prevent their advance!
- Eliminate the fleeing Kazumasu Takigawa!
- Pursue and eliminate Ieyasu Tokugawa!
- Eliminate Tadakatsu Honda's unit!
- Do not allow Tokugawa officers into the main camp!

### DISTRACT THE TOKUGAWA ARMY AND PREVENT THEIR ADVANCE!



Your first task is to lure the Tokugawa Army to a particular point on the battlefield (marked by the blue X). Continue to the southernmost blue circle, which represents Kazumasu Ishikawa's army. Engage him, then move north to the blue X, pausing occasionally to make sure the enemy officer is following. When you reach the blue X, turn and fight. As the Tokugawa Army responds to your distracting

movement, you have completed the first mission.

### ELIMINATE THE FLEEING KAZUMASU TAKIGAWA!



After receiving confirmation that the Tokugawa Army has taken your lure, fight in the middle of the battlefield until you receive word that Kazumasu Takigawa and his army are fleeing the battle. Chase the new blue circle on the map until you catch and defeat Takigawa.

## TIP

YOU HAVE TIME TO FIGHT ALONG THE WAY, BUT DON'T TAKE TOO LONG, OR TAKIGAWA LEAVES THE BATTLEFIELD. TRACK HIS MOVEMENT ON THE MAP. WHEN HE REACHES THE EASTERN EDGE, HE PAUSES BEFORE LEAVING THE BATTLEFIELD.

### ELIMINATE TADAKATSU HONDA'S UNIT!

## TIP

THE NEXT MISSION TO APPEAR IS "PURSUE AND ELIMINATE IEYASU TOKUGAWA." HOWEVER, IF YOU DEFEAT TOKUGAWA NOW, THE BATTLE ENDS. INSTEAD, DEFEAT TADAKATSU HONDA FIRST, FOLLOWED BY THE OTHER ENEMY OFFICERS. IF YOU ACCOMPLISH THIS, YOU CAN DEFEAT EVERY OFFICER IN TOKUGAWA'S ARMY, SAVING THE BIG GUY FOR LAST.



After Hanzo Hattori assassinates Shingen Takeda, the Tokugawa forces gather in the map's southwestern quarter. This is where you find the enemy officers. If you reach the camp quickly, you find Hanzo Hattori and Naomasa Li. Concentrate on Hattori first, because he is the stronger of the two.



Leave the camp and travel east to find Tadasuke Okubo and a large army. Defeat him, then look for Yasumasa Sakakibara.

## TIP

WHEN SURROUNDED BY A LARGE FORCE, COMPLETE A COMBINATION MOVE OR MUSOU ATTACK, THEN CIRCLE AWAY FROM THE CROWD. WITH SOME BREATHING ROOM, YOU CAN INITIATE A CHARGE TO SCATTER YOUR ENEMIES, MAKING IT EASIER TO RE-ENTER THE FRAY.



Mototada Torii's army is close by, and when you defeat it, the Tokugawa Army morale drops.

Now, Tadasugu Sakai, Tadakatsu Honda, and Ieyasu Tokugawa are the only enemy officers remaining. When Honda arrives on horseback, you may not have the luxury of eliminating Sakai. Honda's skills are impressive, and you need to concentrate your efforts to defeat him.

### DO NOT ALLOW TOKUGAWA OFFICERS INTO THE MAIN CAMP!

By engaging the enemy officers in the battlefield's center, you keep them from attacking your main camp in the map's northeast section (where Shingen Takeda was killed). After you eliminate Sakai, this mission is all but complete, because Tokugawa makes his last stand against Yukimura.



### PURSUE AND ELIMINATE IEYASU TOKUGAWA!

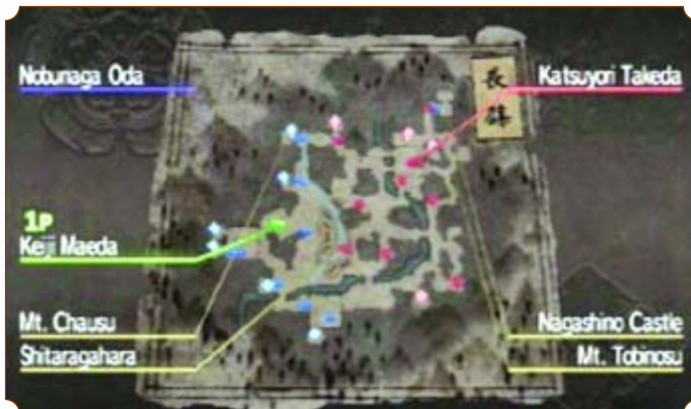
The end is in sight. Batter Tokugawa into submission, then raise your sword in victory!

## The Battle of Nagashino

### Missions

- Defeat the enemies inside Nagashino Castle!
- Eliminate the enemy ambush party immediately!
- Eliminate Keiji Maeda at once!
- Eliminate Hanzo Hattori!
- Eliminate Nobunaga Oda!





## DEFEAT THE ENEMIES INSIDE NAGASHINO CASTLE!



Advance north, where Nagashino Castle is under attack by Nobumasa Okudaira's army. An enemy army engages your troops south of the castle, but this is not the main force. Proceed to the castle and focus your attack on Okudaira and his Reserve Captain, then clear out the remaining troops to secure the castle. Yukimura receives word that Oda's Muskets have decimated the Takeda cavalry. If you respond to

this threat in the map's middle, you will be out of position for your next mission, so stay near the castle.

## NOTE

IF YOU DO NOT DEFEAT OKUDAIRA IN THE INITIAL ATTACK ON NAGASHINO CASTLE, HE COUNTERATTACKS AND APPEARS AS AN ADDITIONAL MISSION: "DEFEAT NOBUMASA OKUDAIRA'S UNIT!"

## ELIMINATE THE ENEMY AMBUSH PARTY IMMEDIATELY!

The enemy ambush party, led by Tadatsugu Sakai, appears south of Nagashino Castle at Mt. Tobinosu. Defeating Sakai eliminates the ambush party, even though enemy troops continue the fight. You receive word that Hanzo Hattori is heading toward Nagashino Castle. Although he is not the next mission objective, keep tabs on his whereabouts because he is a threat to Katsuyori Takeda (if Takeda dies, you lose).



## ELIMINATE KEIJI MAEDA AT ONCE!



After hearing of Hattori's movements, Keiji Maeda attacks the Takeda camp, southwest of Nagashino Castle. He is a dangerous enemy and you must defeat him. Maeda arrives on horseback. Use a Musou attack to knock him from his horse, then land blows while he is airborne. Hattori should arrive at Nagashino Castle by the time you finish off Maeda.

## NOTE

WHILE BATTLING MAEDA, KEEP TABS ON KATSUYORI TAKEDA. IF HE IS IN DANGER, YOU MIGHT HAVE TO BREAK OFF THE FIGHT TO KEEP YOUR LEADER ALIVE.

## ELIMINATE HANZO HATTORI!



When Hattori hears of Maeda's demise, he turns to attack the Takeda camp. Run north and intercept Hattori (he is easier to defeat outside the camp walls). After eliminating Hattori, Katsuyori Takeda announces that he is retreating to Kai. All that stands between Yukimura and victory is Nobunaga Oda.

## ELIMINATE NOBUNAGA ODA!



Your last mission is to defeat Oda, who waits in the map's extreme southwest corner. As you leave the Takeda camp, the Akechi, Niwa, and Maeda armies attack. They outnumber you, so do not allow them to draw you into a protracted fight. You must cover a great distance to reach Oda; pause only briefly for a few good whacks before leaving camp. Watch your Life Meter!

## TIP

IF YOUR LIFE METER IS LOW, SMASH THE BARREL OUTSIDE OF ODA'S CAMP TO RECOVER VALUABLE ENERGY.



A small group of guards blocks your way as you enter the east gate to Oda's camp, where the enemy officer awaits on horseback. This is a difficult fight, and Oda's troops swarm around Yukimura during the battle. Do not get boxed into a corner.



Keep up a steady stream of Musou attacks to prevail.

## Defense of Ueda Castle





## Missions

- Defeat Masanobu Honda's unit!
- Capture Tadamasa Honda's unit inside the castle!
- Activate the floodgate switch at Toishi Castle!
- Eliminate Hanzo Hattori!
- Defeat Mototada Torii's unit!
- Defeat Nobuyuki Sanada's unit!

### DEFEAT MASANOBU HONDA'S UNIT!



As the battle begins, Fire Ninja from the Honda Army surround Yukimura. There is no immediate objective, so stay put and fight the enemies in your vicinity. In a few moments, Masayuki Sanada tells Yukimura to keep enemy troops away from the north gate, which is northeast of your opening position.

A large enemy army blocks your path as you move toward the north gate. This is Honda's advance force, and they hope to delay Yukimura here. Fight your way through the crowd, then follow the path to the right to find the charging Masanobu Honda.



Watch your Life Meter here as Honda's combined forces surround Yukimura. After defeating Masanobu Honda, you find out that Ieyasu Tokugawa has dispatched Hanzo Hattori to infiltrate Ueda Castle.

### LURE TADAMASA HONDA'S UNIT INSIDE THE CASTLE!

As the castle's east gate swings open (marked by the blue X on the map), move south to intercept Tadamasa Honda. Avoid enemy troops along the way, but take special care when you encounter Honda's muskets. Run and roll away from the bullets.

A large army surrounds Honda. Attack him long enough to attract attention, then move west to the open gate, pausing every so often to make sure the enemy officer is in pursuit. The lure succeeds only after Honda follows Yukimura past the second gate.



### ACTIVATE THE FLOODGATE SWITCH AT TOISHI CASTLE!



Toishi Castle is in the map's northeast corner, so hurry. Form your current position; the obvious path is along the map's northern edge. However, a closed gate blocks your path. Go south, then east to the next path. Take this trail north, go through an open gate, then continue north along the path. Go east to reach Toishi Castle.



Inside the castle, smash three gunpowder kegs (run away after you hit each one to avoid injury). After smashing the last keg, the floodgates open, sending a torrent of water upon Tokugawa's forces.

## TIP

YOU MAY COMPLETE THE FINAL THREE MISSIONS IN ANY ORDER. IT DEPENDS ON YOUR LOCATION, AND WHICH ENEMY OFFICER YOU DECIDE TO ENGAGE FIRST. HOWEVER, ELIMINATING HATTORI BEFORE HE KILLS MASAYUKI TRIGGERS A DIFFERENT ENDING MOVIE. TO ACCOMPLISH THIS, BYPASS NOBUYUKI SANADA AND OTHER ENEMY ARMIES, AND GO TO UEDA CASTLE TO FIGHT HATTORI.

### ELIMINATE HANZO HATTORI!



Shortly after the flood, Tokugawa orders Hanzo Hattori to eliminate Masayuki Sanada. At the same time, Yukimura receives instructions to eliminate Hattori. It is a race against time. This is your first opportunity to defeat Hattori. Eliminate him before he injures Masayuki.

## NOTE

MASAYUKI DOES NOT SHY AWAY FROM HATTORI'S ATTACK, SO STAY CLOSE TO PROTECT YOUR LEADER. HOWEVER, IF HATTORI INJURES MASAYUKI, YOU HAVE ANOTHER OPPORTUNITY TO DEFEAT HIM WITHOUT JEOPARDIZING YOUR VICTORY.



### DEFEAT MOTOTADA TORII'S UNIT!

Mototada Torii is the least powerful enemy officer in this battle, especially when you isolate him from his troops.

### DEFEAT NOBUYUKI SANADA'S UNIT!

Despite sharing a family name, Yukimura must defeat Nobuyuki in battle. He leads a large army, so be careful not to get overwhelmed.





## DEFEAT IEYASU TOKUGAWA!



After completing your missions, you must defeat Ieyasu Tokugawa to fulfill the victory condition of this battle. The enemy leader is in his camp in the map's southeastern corner. He has plenty of support, so watch your Life Meter, and don't forget to check the time remaining on your mission. With several enemy officers to defeat, the Defense of Ueda Castle can take a long time to complete, and you don't want to run

out of time when victory is within your grasp.

## Siege of Osaka—Summer



### Missions

- Lure the enemy advance force to the Sanada-Maru!
- Stop the enemy cannons!
- Return to the allied main camp!
- Do not allow Masamune into Osaka Castle!
- Charge into the Ieyasu Tokugawa camp!
- Defeat Tadamasu Honda!
- Defeat the Masamune Date Army!
- Defeat Hanzo Hattori!

### LURE THE ENEMY ADVANCE FORCE TO THE SANADA-MARU!

Yukimura's forces are seriously outnumbered at the beginning of the battle, so you must lure the armies of Toshitsune and Tadanao to the Sanada-Maru. Proceed south through the gates (they open when you approach), past the Sanada-Maru (blue X) and engage the enemy forces. Don't waste time engaging the advance squads; move directly to Toshitsune and Tadanao. As soon as you receive confirmation that the first army is on the move, break off the attack and move to the second enemy officer.



### STOP THE ENEMY CANNONS!

Stop the four cannons by defeating the cannoneers before they reach the east gate of Osaka Castle. The cannons fire at you as you approach, so attack the cannoneers from behind.

### NOTE

YOU CAN JUMP ONTO THE CANNON AND TURN THE GUN ON YOUR ENEMIES, BUT WE DON'T RECOMMEND THIS UNTIL YOU HAVE ELIMINATED ALL FOUR CANNONS.



### RETURN TO THE ALLIED MAIN CAMP!



After destroying the cannons, you receive instructions to return to your main camp. Go to the east gate (just below the blue X on your map). Yukimura requests an audience with Lord Hideyori, but Harunaga Ohno isn't buying it. He refuses to open the gate. Go to the outskirts of Tokugawa territory, and travel to the map's western edge. Turn to the north, run past skirmishing enemy troops, and walk

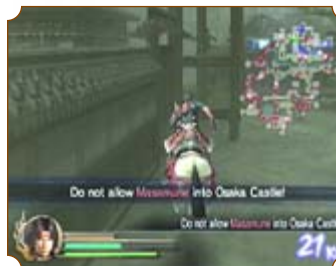
across a short bridge to reach the west gate.



This time, Katsunaga Mouri opens the gate to Osaka Castle. Use the horse and race toward Hideyori's camp in the castle's northeast corner (the first keep's west gate swings open when you approach).



Yukimura's visit is a success, as Lord Hideyori agrees to join the battle against Tokugawa's armies.



### DO NOT ALLOW MASAMUNE INTO OSAKA CASTLE!

This is a tough one. Masamune Date attempts to enter the castle at the west gate. Race to meet him and keep his army from reaching the castle grounds.

### NOTE

THE NEXT MISSION OBJECTIVE IS TO "CHARGE INTO THE IEYASU TOKUGAWA CAMP." HOWEVER, WE ENCOUNTERED DATE AND HONDA ALONG THE WAY, SO OUR MISSION ORDER IS SLIGHTLY DIFFERENT.

### DEFEAT THE MASAMUNE DATE ARMY!



If you did not reach Date in time, you have another opportunity to defeat him on your way to the Tokugawa camp. Take care not to become surrounded by the massive armies of Date and Todo.



## DEFEAT TADAMASA HONDA!



As you move south along the map's western edge, you encounter the armies of Masanobu and Tadamasa Honda. Tadamasa is another mission objective, so you can take him out before reaching the Tokugawa camp.



## CHARGE INTO THE IEYASU TOKUGAWA CAMP!

When you reach Tokugawa's camp, you must defeat Tadasuke Okubo to open the gates. However, Tokugawa flees, rather than face Yukimura. Instead, he appoints Hanzo Hattori to do his dirty work. Make sure Yukimura's Life Meter is full, because the final battle with Hattori is a difficult one.



## DEFEAT HANZO HATTORI!

Hattori and his massive army await Yukimura's arrival north of Tokugawa's camp. It takes repeated Musou attacks to defeat Hattori, and you may need to replenish your Life Meter several times before your enemy falls. In addition to Hattori, you must also battle a cast of thousands, as the Hattori and Tokugawa armies swarm to his aid.

## TIP

CIRCLE AWAY FROM HATTORI AFTER COMPLETING A COMBINATION ATTACK, OR HIS SUPPORTING ARMY WILL ENGULF YUKIMURA.



## Alternative Missions

The preceding battles follow the "A" path of Yukimura's Tale. After completing this path, you unlock Shingen Takeda (and Magoichi Saika, if this is your first completed character). After completing Shingen Takeda's Tale, you unlock the "B" path battles described here.



## The Battle of Nagashino

### Missions

- Eliminate Kazumasu Takigawa!
- Eliminate the enemy ambush party!
- Go and assist Nobufusa Baba at once!
- Eliminate Mitsuhide Akechi!
- Eliminate the enemy musket unit!
- Be the first to enter the Oda main camp!
- Eliminate Keiji Maeda!
- Defeat the enemy commander Nobunaga Oda!



## ELIMINATE KAZUMASU TAKIGAWA!



Leave your camp through the south gate and continue traveling toward the middle of the map. When you receive the order, attack and defeat Kazumasu Takigawa. It's a good idea to neutralize some or all of his musket squad first.

## ELIMINATE THE ENEMY AMBUSH PARTY!

Move south to intercept Tadatsugu Sakai's ambush party. After defeating Sakai, move north up the middle of the map as you await your next mission.



## GO AND ASSIST NOBUFUSA BABA AT ONCE AND ELIMINATE MITSUhide AKECHI!



Baba's army is under attack from a charging Mitsuhide Akechi. Knock him from his horse and eliminate him to rescue Nobufusa Baba.

## ELIMINATE THE ENEMY MUSKET UNIT!

Take Akechi's horse and race back to the middle of the battlefield to engage Maeda's Muskets. During your attack a new order appears: Advance to Nobunaga Oda's main camp, due west of your position.



## ELIMINATE KEIJI MAEDA!

You should encounter Maeda on your way to the Oda camp. A new order appears. If you are still on horseback, leap at Maeda to knock him from his horse. Finish him off on the ground, and then proceed to the enemy camp.



## BE THE FIRST TO STORM THE ODA MAIN CAMP!



Ride into the camp to flush out Nobunaga Oda.

## DEFEAT THE ENEMY COMMANDER NOBUNAGA ODA!



If you stay on your horse, chances are Nobunaga will knock you into the air, so plan on finishing this battle on the ground. Your opponent has excellent defensive skills, so we recommend frequently changing your angle of attack. Defeat Nobunaga to claim victory at Nagashino.

## Siege of Azuchi Castle



### Missions

- Thwart the Oda Army's fire attack!
- Attack Azuchi Castle's main gate!
- Eliminate Keiji Maeda!
- Defeat Nobunaga Oda personally!



### THWART THE ODA ARMY'S FIRE ATTACK!

Oda moves quickly toward the bridge along the map's southern edge. Race across the bridge and turn to the west to intercept Oda's troops, led by Mitsuhide Akechi.

### ATTACK AZUCHI CASTLE'S MAIN GATE!

Go back to the east, past the bridge, to reach the main gate. Turn left to enter the courtyard, where enemy muskets are taking aim. After the gates close around Yukimura, Keiji Maeda appears.



## ELIMINATE KEIJI MAEDA!

Attack and defeat Keiji Maeda to open Azuchi Castle's main gate.



Proceed into the castle, and advance through several musket squads, along with Ujisato Gamo and the Shibata Army.



The gate at the path's end is closed, so go up the left stairs, where there is an open gate. Go all the way through the courtyard, turn right, and join several Takeda armies in battle against Yataro Onikojima and the Naoe Army.

### NOTE

NOTE THAT ONIKOJIMA'S IDENTIFYING COLOR IS YELLOW, UNLIKE THE STANDARD RED OF OTHER TOKUGAWA ARMIES.



Continue to the west, over the bridge, where you find advance units of Kenshin Uesugi's army. Although he was once an ally of Shingen Takeda, he is your enemy now, and you must defeat him to gain entrance to the inside of Azuchi Castle.

## Siege of Azuchi Castle—Inside

### Missions

- Infiltrate Floor 1!
- Eliminate Oichi!
- Eliminate Keiji Maeda!
- Eliminate Ranmaru Mori!
- Eliminate Nobunaga Oda!



Attack the enemies in the main chamber and then exit the room to the right.



Watch out for a floor trap just past the doorway.





Proceed up the stairs after avoiding another floor trap. Run and roll through the hallway on the left, avoiding the floor and ceiling pendulum blades.

Go to the end of the hall, turn right, and clear the room. Exit the room to the right, and navigate another hallway with pendulum blades and a floor trap.



Take out the muskets at the end of the hallway for a Musou power-up and then continue into a small room. Exit to the left and follow the hallway around to the right. Go through the next room (fighting the ninja is optional), and go through the double doors to another room.



Two squads of ninja drop in—eliminate them for an Attack power-up. Exit the room to the north and walk carefully down the hallway, avoiding the floor blades.

Turn right, go up the stairs and fight Nagahide Niwa's ninja. Defeat the enemy officer to earn an Experience Upgrade.



Retrace your steps past the floor blades and through the room. When you reach the next large hallway, turn left and smash through the double doors. Enemies fill the large room in the middle, but you can avoid them by staying close to the left wall. Fight enemies in the left doorway as you move to the next room.



Follow the hallway around to the right (watch out for the floor spikes), turn left, and go through the double doors. Go straight through another set of doors, turn right and then right again into a small room, where Yukimura attracts a crowd.



If your Life Meter is low, stay and fight to collect a Life power-up. When you are ready, proceed to the next room and go up the stairs to reach the second floor.

## ELIMINATE OICHI!

Expect a welcoming party when you begin exploring the second floor. Fight your way through the High Mistresses from Oichi's army, continue through the double doors into a small room, and exit to the left.



Turn right when you enter the large hallway. More of Oichi's army rushes in, but you might want to let them come to you, rather than battling them amidst the floor blades.



Continue past the blades, turn left into a small room, then exit through the double doors on the left. Turn right and advance carefully down the hallway, jumping out of the floor trap while avoiding fire from the muskets guarding the door. Continue into the next room and through another set of double doors to reach a large hall. Oichi is ahead.

Clear the room, collect Life and Musou power-ups, and go to the opposite wall. As you approach, the wall panel raises and Oichi steps forward to meet you.



You should have little trouble with Oichi. When she falls, a stairway to the third floor is revealed.

## INFILTRATE FLOOR 3!



Exit from the opening room and slip across the hallway through the double doors. If your Life Meter falls, take out the muskets to collect a power-up. More muskets are waiting in the next room, and the reward for eliminating them is a Defense power-up.



Exit the room and turn right, left, and right again, into another room. Go through the double doors on the right to enter a large hallway filled with enemy troops. Clear a path and continue to the left, following the northbound hallway to reach a large chamber.



Your target is the stairway in the extreme left-hand corner of the room, but the ground floor is filled with enemy muskets, which means you have Attack and Defense power-ups to collect. After clearing the floor, go up the staircase and battle the Wind Ninja on the first landing.



Another staircase leads to the second landing and two more musket squads. Eliminate them to gain Attack and Musou power-ups.



A third flight of stairs takes you to another ninja attack. Gather a valuable Life power-up and continue up the final staircase to reach the top. The stairs to the fourth floor are around the corner to your left.

## ELIMINATE KEIJI MAEDA!



Walk through the next room, go right, and then left to reach a hallway with a floor trap. Smash through the double doors on the left.



Collect the Weapon power-up from the basket, then proceed through the double doors. Continue into the hallway on the left and take out the Maeda muskets. Don't forget the Musou power-up in the box.



Walk toward the stairs and turn left to enter a large hall. Exit through the doors on the far left. Eliminate the ninja squad and continue around the corner to the right. Exit through the double doors straight ahead.



Continue through another set of doors and turn left. Go up the stairs and get ready to jump out of the floor trap. Take care of the onrushing ninja and proceed to the room on the left to meet Keiji Maeda.



When your enemy falls, turn to face the onrushing hordes of the Maeda Army (and collect several Life power-ups), or run up the stairs to the fifth floor.

## ELIMINATE RANMARU MORI!

Proceed through the next room, turn right, and continue south down the hallway (watch out for the floor trap). Take the first left and go through the double doors, and then exit through the doors on the right. Fortunately, the broken doors trigger the floor spikes, so you can walk safely over the trap after the spikes recede.



Turn left, left again, and then right. Continue through the double doors and exit again, to the right. Battle with the Mori Fire Ninja as you continue up the stairs. Turn left (watch out for the floor spikes around the corner), and continue into the next room. When the wall panel goes up, charge in to face Ranmaru Mori.



Mori has excellent defensive skills with his sword, so you should continually change your angle of attack. When the battle is over, go up the stairs to face your final opponent in Azuchi Castle.

## ELIMINATE NOBUNAGA ODA!



Take out the muskets at the far end of the room and then concentrate on Nobunaga (each musket squad yields a Life power-up). Nobunaga is quick, and he likes to leap around the room, so be prepared to change direction. Deliver a final blow and leave Azuchi Castle with a victory!



## The Battle of Yamasaki



### Missions

- Defeat Katsuie Shibata and Nagahide Niwa!
- Prevent Hideyoshi Hashiba from entering the main camp!
- Prevent Keiji Maeda from entering Mt. Ten-oh!
- Clear the Enmyouji River before the fog clears!
- Search for the Oda Army!
- Defeat the enemies at Mt. Ten-oh's summit!
- Prevent Keiji Maeda from entering the main camp!

DEFEAT KATSUIE SHIBATA AND NAGAHIDE NIWA!



As the battle begins, head south to defeat Katsuie Shibata and Nagahide Niwa.

### NOTE

"PREVENT HIDEYOSHI HASHIBA FROM ENTERING THE MAIN CAMP!" COMES UP AS YOUR NEXT MISSION, BUT YOU SHOULD IGNORE HASHIBA AND FOCUS ON KEIJI MAEDA. YOU'LL HAVE ANOTHER OPPORTUNITY TO DEFEAT HIDEYOSHI HASHIBA.

PREVENT KEIJI MAEDA FROM ENTERING MT. TEN-OH AND PREVENT KEIJI MAEDA FROM ENTERING THE MAIN CAMP!



Run to the map's extreme southern edge to find Maeda. Unseat him from his horse, then defeat him quickly, before his forces have a chance to surround Yukimura.

### TIP

SHORTLY AFTER DEFEATING KEIJI MAEDA, A THICK FOG DESCENDS ON THE AREA EAST OF MT. TEN-OH. THIS IS WHERE YOU ARE HEADED; LOOK AT THE MAP. NOTE THE LOCATION OF THE RIVER AND LOOK FOR THE PATH THAT LEADS FROM MT. TEN-OH TO THE BRIDGE.

CLEAR THE ENMYOUJI RIVER BEFORE THE FOG CLEARS AND PREVENT HIDEYOSHI HASHIBA FROM ENTERING THE MAIN CAMP!



Grab a horse and gallop north toward Mt. Ten-oh. You run into Hideyoshi Hashiba on the way, and if you are quick about it, you can fulfill this mission before continuing to the river. Hideyoshi is surrounded by enemy troops and officers, so don't take this confrontation lightly. Hurry up and over Mt. Ten-oh and cross the bridge before the fog clears.

### NOTE

YOU HAVE A CHOICE HERE. STAY AND "DEFEAT THE ENEMIES AT MT. TEN-OH'S SUMMIT" OR CONTINUE ACROSS THE RIVER TO ODA'S CAMP, WHERE YOU CAN DEFEAT NOBUNAGA ODA AND WIN THE BATTLE OF YAMASAKI.

SEARCH FOR THE ODA ARMY!



If you reach the bridge in time, you find Nobunaga and his army on the other side. Obviously Oda learned nothing from his drubbing at Azuchi Castle, so you have to do it all over again. End this battle quickly so Shingen Takeda does not fall at Mt. Ten-oh before you claim your final victory!







## Missions

- Attack the Imagawa main camp at once!
- Use the ninja path to avoid detection!
- Defeat Motonobu Okabe and take Narumi Castle!
- Rescue Ieyasu Tokugawa!
- Defeat the Oda Army before the Imagawa Army does!
- Seal all Imagawa strongholds!
- Defeat the Imagawa Army!

### ATTACK THE IMAGAWA MAIN CAMP AT ONCE!



When the mission starts, you must battle the officer Yasutomo Asahina, who is on horseback. Unseat him, then tear into him. Hop onto his horse so you can move across the map faster. Shortly thereafter, Tokugawa tells you that you must attack the Imagawa forces. Although the forces of Nobunaga Oda are also attacking, ignore them for now and head toward Imagawa in the east.

## NOTE

IF YOU AREN'T FAST ENOUGH, NOBUNAGA ODA WILL KILL YOSHIMOTO IMAGAWA. IF THAT HAPPENS, YOU STILL MUST DEFEAT IMAGAWA'S REMAINING OFFICERS.

### USE THE NINJA PATH TO AVOID DETECTION!



When you defeat Asahina and take his horse, go along the southern path at the map's bottom. When you get to the south path's end, you run into some Oda ninja. Kill them, then use your double jump to scale the north wall. When you cross the other side, run north and into Imagawa's camp. You are commended for finding the ninja path and arriving at Imagawa before Nobunaga. Kill Yoshimoto Imagawa.



### DEFEAT MOTONOBU OKABE AND TAKE NARUMI CASTLE!

With Yoshimoto Imagawa dead, the seat of power at Narumi is up for grabs. Get there before Oda and kill Motonobu to claim Narumi Castle. Be warned: Nobunaga's sister, Oichi, will be battling Motonobu as well. Avoid her and concentrate on Motonobu.

### RESCUE IEYASU TOKUGAWA!



A few minutes into the mission, one of Oda's officers, Hideyoshi Hashiba, may attack Tokugawa in the west. If this happens, move to your lord with haste. If he dies, you lose the mission. Save Ieyasu by eliminating Hideyoshi and his cohort Nagachika Kanamori. Hop onto Hideyoshi's horse so you can continue to Imagawa at a quicker pace.

### SEAL ALL IMAGAWA STRONGHOLDS!



Whether you kill Yoshimoto Imagawa or Oda does, you now have to eliminate all four remaining Imagawa strongholds. Race to each stronghold, as indicated by the red dots on the minimap, and kill the Reserve Captain guarding each one. A stronghold is considered sealed when the captain is dead.



## CAUTION

NOBUNAGA IS NOT YOUR ALLY. ALTHOUGH YOU ARE BOTH FIGHTING IMAGAWA, HE WILL ATTACK YOU IF YOU RUN INTO HIM.



### DEFEAT THE IMAGAWA ARMY!

After the final Imagawa stronghold is secured, you must hunt down any remaining Imagawa officers. When you do, victory is yours.

## The Battle of Mikatagahara





## Missions

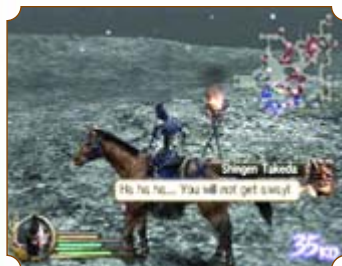
- Defeat Nobushige Oyamada on the front line!
- Endure the Takeda Army's attack!
- Escort Ieyasu Tokugawa together with the rear guard!
- Bring death to the traitor!
- Use the ninja path to surprise attack the enemy camp!
- Eliminate Shingen Takeda!
- Join up with Ieyasu Tokugawa!
- Seal all Takeda strongholds!

### DEFEAT NOBUSHIGE OYAMADA ON THE FRONT LINE!



When the battle begins, Shingen Takeda's general, Nobushige Oyamada, draws one of Tokugawa's inexperienced officers into battle on the open field. You must rush to the front lines and defeat Oyamada. Head north and eliminate him. Beware of the enemy archers along the way. Avoid them and concentrate on Oyamada.

### ENDURE THE TAKEDA ARMY'S ATTACK!



After Oyamada is defeated, Shingen Takeda launches a fierce attack, sending several officers at your main camp. Masatoyo Naito or Masakage Yamagata is the closest Shingen officer to you. Kill them, then search on the minimap for the other officers to eliminate. Because you might have to cover large distances, hop onto one of the horses left standing.

### ESCORT IEYASU TOKUGAWA TOGETHER WITH THE REAR GUARD!



With the Takeda offensive momentarily blunted, Tokugawa calls for a retreat. Tadakatsu Honda takes up the rear guard. Use your horse and catch up to him to assist in escorting Tokugawa to safety. Along the way, you run into Kunoichi, Yukimura Sanada, or both. Defeat them in battle and continue to assist Honda and Tokugawa in killing as many Takeda officers as you can.

### BRING DEATH TO THE TRAITOR!



As Tokugawa is fleeing, it is revealed that one of his officers, Kazumasu Takigawa, is a spy for Nobunaga Oda. He tries to flee the battle to inform Oda of Takeda's strength. Eliminate Kunoichi and run after Takigawa. Kill him, then resume your mission to defeat the Takeda forces.

### USE THE NINJA PATH TO SURPRISE ATTACK THE ENEMY CAMP!

Try to sneak into the Takeda camp using the ninja path. Do not attack from the front, but instead take the path along the map's east edge. When you get the alert that you have found the ninja path, get off your horse and take several double jumps over the barriers to the west.



## ELIMINATE SHINGEN TAKEDA!

This mission ends when you kill Takeda. Rush into his camp west of the ninja path and eliminate him. With Takeda dead, the Tokugawa clan emerges from the battle unchallenged.

## NOTE

IF YOU FAIL TO SNEAK INTO SHINGEN'S CAMP, YOUR NEXT MISSION IS TO REGROUP WITH IEYASU TOKUGAWA. BUT YOU CAN IGNORE THAT AND RUSH HEADLONG INTO SHINGEN'S CAMP AND KILL HIM. DOING SO ENDS THE MISSION IN VICTORY.

## Crossing Iga



## Missions

- Secure an escape route quickly!
- Save Baisetsu Anayama's unit from the Akechi Army!
- Save Ieyasu Tokugawa from the bandits!
- Allow Yasumasa Sakakibara to join up with Ieyasu!
- Eliminate the task force!
- Allow Tadatsugu Sakai to join up with Ieyasu!
- Allow all forces to escape into Nagonoura Harbor!

### SECURE AN ESCAPE ROUTE QUICKLY!



When the battle starts, you are asked to secure an escape route for Lord Tokugawa. Three areas on the map flash on your minimap, to the north, north-east, and east. You must secure each area by killing the Reserve Captains at each spot. When you kill all three, the escape route will be secure. But first, you should rescue Baisetsu by heading east, then secure the middle security point.

## TIP

WHEN TRAVELING NORTHEAST TO THE SECURITY POINTS, GO STRAIGHT AND DO NOT TAKE THE LEFT FORK TO GO TO THE WEST SECURITY POINT FIRST. IF YOU DO THAT, TOKUGAWA WILL HEAD WEST AND GET AMBUSHED BY BANDITS. SECURE THE WEST POINT LAST.





## SAVE BAISETSU ANAYAMA'S UNIT FROM THE AKECHI ARMY!

In the east, Baisetsu Anayama is under attack by Akechi forces. Save him by defeating Hidemitsu Akechi, then proceed to the escape route points you need to secure. If you save Baisetsu, he helps you secure the east point, which is nearby.

## NOTE

TO PROCEED FARTHER ON THE MAP AND SECURE THE SPOTS IN THE WEST AND NORTHEAST, YOU MUST KILL TOSHIMITSU SAITO. HIS DEATH OPENS BOTH GATES.



## Fighting Goemon

Rush north ahead of Tokugawa to eliminate any resistance he might face. If you secured the northeast point first, Tokugawa will head this way. At the fortress in the map's center, at least three officers and their armies try to stop Tokugawa, including the King of Thieves, Goemon Ishikawa. Kill each officer as he appears. Goemon Ishikawa is dangerous, so immediately attack him. When Goemon is defeated, the gate leading north and out of here opens.



As you continue north, then east, you encounter the officer Magoichi Saika. Kill him because he is strong enough to pose a threat to Tokugawa and his officers.



## ALLOW YASUMASA SAKAKIBARA TO JOIN UP WITH IYASU!

You get two objectives in the middle of the level: Allow Tokugawa to meet with Yasumasu, then Tadatsugu. You must battle your way through Akechi's forces quickly so Tokugawa gets to them. If they die before Tokugawa can reach them, you will fail in those two missions.

## ELIMINATE THE TASK FORCE!

Soon after the Akechi officers are defeated, Mitsuhide sends a ninja task force into the south to scout you out. You must eliminate this force. Run north along the path, then go south along the map's easternmost edge. You have only a small amount of time to accomplish this task, so rush ahead of Tokugawa. With the ninja spies dead,



Mitsuhide doesn't know where Tokugawa is and has to reappear at the map's other side, giving Tokugawa more than enough time to escape across the river before Mitsuhide can reach him.

## NOTE

IF YOU CAN'T KILL THE TASK FORCE IN TIME,

AKECHI SEALS THE ESCAPE ROUTE AND RIDES TO TOKUGAWA FROM THE SOUTHEAST. YOU HAVE TO DEFEAT HIM IN ORDER TO ESCAPE. YOU MUST FIGHT A GAUNTLET OF FOES BEFORE YOU REACH MITSUhide AKECHI. USE YOUR MUSOU ATTACKS AND STRIKE QUICKLY. STAY OUT OF RANGE WHEN HE USES HIS MUSOU MOVES, AND MOVE IN FOR THE KILL WHEN HE IS SPENT. AFTER YOU KILL HIM, THE LEVEL IS CLEAR.



## Ueda Infiltration

### Missions

- Gather information and head to the next floor!
- Gather information and head to the next floor!
- Gather information and head to the next floor!
- Eliminate Kunoichi!
- Eliminate Yukimura Sanada!

### GATHER INFORMATION AND HEAD TO THE NEXT FLOOR!

On level one, the path is simple. Follow the floor plan, because there is only one way to go. When your character Hanzo says there is a trap door, step on the trigger to open a sliding wall. You come to a room and Hanzo says, "Farther to the back" or "The next room." Destroy the door in front of you and go into the next room. Go left but be careful of the traps. Along the left wall is another door. Don't destroy this door. Stand next to it and you hear a conversation. After you hear it, you can leave the level.



## CAUTION

BE CAREFUL OF THE

FLAME-THROWER TRAPS MOUNTED ON THE WALL IN THE CORRIDOR BEFORE THE EXIT ROOM. YOU NEED TO DODGE FOUR SETS OF FLAME-THROWER TRAPS. TIME YOUR MOVE PAST THEM CAREFULLY AND PROCEED TO THE SECOND LEVEL.

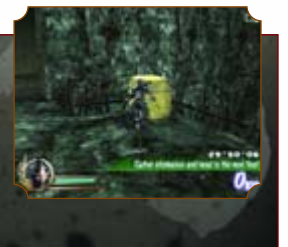


### GATHER INFORMATION AND HEAD TO THE NEXT FLOOR!

## TIP

ON LEVEL TWO, HEAD EAST TO THE UPPER

LEDGES TO GET ITEM AND WEAPON POWER-UPS. HOP DOWN OFF THE ROCKS AND INTO THE CASTLE.







When you enter the castle, go through the door in front of you. Pass through the next door and avoid hitting the explosive jars in the next room. Go around the spike traps on the floor, and as you go around a corner to the west, enter the door to your right. Strike down the next left door and walk to the door ahead of you to your right. Listen carefully.



After the conversation, head toward the stairs to the next level, but don't leave yet. There is more information to gather. Before you get to the room with the stairs, go through the left door and into the room to the east. Look for a door and listen to the second conversation. Go to the third level.

## CAUTION

IF YOU GO TO THE NEXT LEVEL WITHOUT GATHERING ALL THE INFORMATION YOU CAN, ALL SUBSEQUENT LEVELS WILL BE FILLED WITH ENEMIES, AND YOU WILL HAVE TO FIGHT YOUR WAY THROUGH THE MISSION.



## GATHER INFORMATION AND HEAD TO THE NEXT FLOOR!

On the third level, you must eavesdrop on two conversations. If you don't listen to the doors in order, and destroy the doors before you find the first conversation, you'll be discovered and the mission will change from one of stealth to one of combat. The first

conversation is in the map's south. The second is farther away in the level's southeast area. Hanzo alerts you by saying, "Farther back to the back" when you are close.



## ELIMINATE KUNOICHI!

At level four the battle with Kunoichi is only necessary if you fail to gather information from levels one to three. This mission is all combat. Head toward the stairs to the next level. Along the way, you battle Kunoichi. You must defeat her to continue.



## ELIMINATE YUKIMURA SANADA!

Level five is small. If you completed the information gathering on levels one through three, you won't fight any enemies here. Proceed to the level's end to see a cutscene showing Hanzo retrieving the letter.

## TIP

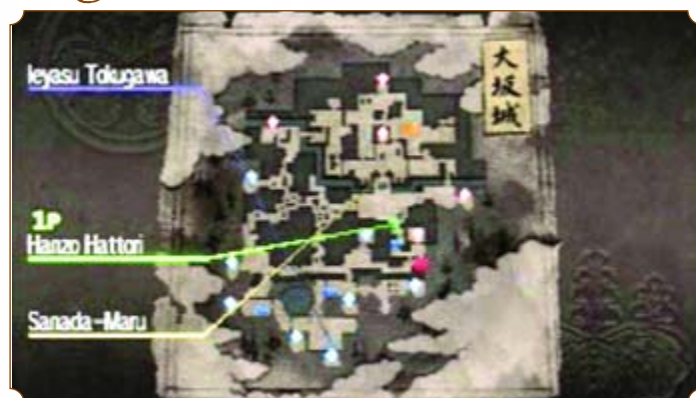
IF YOU WEREN'T ABLE TO GATHER THE INFORMATION, YOU'LL HAVE TO FIGHT YOUR WAY OUT OF THIS LEVEL. SPEND A FEW SECONDS TO MAX OUT YOUR MUSOU METER, THEN DESTROY THE BOX IN FRONT OF YOU TO GET FULL LIFE. GO TO THE END OF THE PATH TO THE COURTYARD. IN THE NORTHERN ROOM, YUKIMURA SANADA IS WAITING FOR YOU, ALONG WITH TWO BODYGUARDS.



## NOTE

IF YOU COMPLETED ALL OBJECTIVES IN LEVELS ONE THROUGH THREE AND RETRIEVED THE LETTER, YOU PROCEED TO THE SIEGE OF OSAKA MISSION. IF YOU DID NOT COMPLETE ALL OBJECTIVES AND HAD TO FIGHT YUKIMURA, YOU PLAY THE OSAKA INFILTRATION MISSION INSTEAD.

## Siege of Osaka, Part 1



## Missions

- Infiltrate the Sanada-Maru, and silence its cannons!
- Do not allow Yukimura Sanada to enter the fortress!
- Defend the allied supply depot!
- Prevent Yukimura Sanada from entering the main camp!

The Siege of Osaka is a two-part mission that takes place on the field and in a castle.

## INFILTRATE THE SANADA-MARU AND SILENCE ITS CANNONS!



Your first objective is to destroy the cannons behind the Sanada-Maru fortress walls. If you don't complete this mission quickly, cannon fire will wipe out the entire Tokugawa advance force. Head north to the Sanada-Maru gates, then go east until you see the Toyotomi officer, Matabei Goto. Kill him to unlock the gate behind him, then proceed north through it. Cut back west and you arrive outside the fortress and the cannons. Double jump through a hole in the wall. When you drop to the other side, kill the two Defense Captains. When they are dead, the cannons stop and the gates into the Sanada-Maru open.





## DO NOT ALLOW YUKIMURA SANADA TO ENTER THE FORTRESS!

When the Sanada-Marū gates open, Yukimura appears. He starts in the north and rides hard to battle Tokugawa in the south. You can meet Yukimura at the Sanada-Marū gates and battle with him. Kill him here before he can get to Tokugawa.



## DEFEND THE ALLIED SUPPLY DEPOT!

As you are battling Yukimura, a third objective appears, ordering you to protect the southern supply depots. These are near your main camp, and Kunoichi is assaulting them. Defeat Yukimura, then hop onto his horse so you can get to the map's bottom faster. You don't have a lot of time to finish this mission, so quickly defeat Kunoichi.



## PREVENT YUKIMURA SANADA FROM ENTERING THE MAIN CAMP!

After you secure the supply depots, it is time to head north again, but first, go west and ride up along the map's western side. When you go as far north as you can, head east and battle the officer, Danemon Ban, who is guarding the western gate into Osaka. When you

defeat him, the gate opens, and Yukimura makes a final charge out to battle Tokugawa. Do not let him get past you. Warriors surround him, so use your weapon to clear space and go after Yukimura with your Musou attacks. Back away when he is in Musou mode.

**TIP** YUKIMURA IS TOUGH, BUT AS YOU BATTLE HIM, THE OFFICER MASAMUNE DATE MAY JOIN YOU TO HELP YOU FIGHT. WHEN YUKIMURA RETREATS, THE REST OF THE ENEMY FORCES FLEE BEHIND THE CASTLE WALLS, AT WHICH POINT ONLY ONE OR TWO OFFICERS REMAIN OUTSIDE. YOU MUST DESTROY THEM TO END THIS LEVEL. THEY ARE BATTLING TOKUGAWA. LOOK FOR GLOWING DOTS ON THE MINIMAP TO SEE WHERE THESE ENEMY OFFICERS ARE. WHEN THE LAST OF THEM IS DEAD, HEAD INTO OSAKA CASTLE.

## Siege of Osaka, Part 2

### Missions

- Eliminate Kunoichi!
- Eliminate Hideyori Toyotomi!
- Eliminate Kunoichi!
- Eliminate Hideyori Toyotomi!

In the second part of Siege of Osaka, you search five levels of the castle hunting for Hideyori Toyotomi. Each level has a different layout, but you can find your way by following the glowing blue square on the minimap, which marks the stairs to the next level.

## TO FIND HIDEYORI, CHECK ALL OFFICERS.

*You don't know what floor Hideyori is on. So on each level, look at all the officers to make sure Hideyori isn't among them. After you do that, the stairs to the next level unlock. On level one, the two officers are Katsunaga Mouri, who is in the map's center, and Danemon Ban, who is in the map's northeast.*



### TIP

IF YOU SEE A LADDER PROPPED AGAINST THE WALL, THAT MEANS THERE IS AN OPENING IN THE UPPER WALL YOU CAN DOUBLE JUMP INTO. INSIDE ARE LIFE, MUSOU, WEAPON, AND ITEM POWER-UPS.



## ELIMINATE KUNOICHI!

On the second level, you must unmask all officers in your search for Hideyori. One officer is Kanesuke Susikida and he is in the map's middle, in the same room as Kunoichi. Destroy both of them, then continue the search for the second officer.



## ELIMINATE HIDEYORI TOYOTOMI!

Also on the second floor, Hideyori is in the northeast. After you kill him, though, you discover he is just a decoy. If you find this Hideyori decoy, you do not need to look for the second officer or eliminate Kunoichi before you go on to level three.



## ELIMINATE KUNOICHI!

On the third level, you need to find two officers and fight Kunoichi again to continue. You find Shigenari Kimura as you travel south toward the map's center, while Harunaga Ohno is in the east. After you see both of them, you can go to the room with the stairs, but Kunoichi is waiting for you there. Eliminate her to unlock the stairs.



## ELIMINATE HIDEYORI TOYOTOMI!

On the fourth level, you must defeat another Hideyori decoy. He is in the map's east or northeast, surrounded by guards. After you kill him, you can proceed up the stairs to the next level.



### NOTE

THE FIFTH LEVEL IS A SIMPLE BATTLE WITH NO EXPLO- RATION. WHEN THE LEVEL LOADS, HANZO GREET'S YAMIKURA, WHO SAYS HIDEYORI IS GONE, AND A FINAL BATTLE ENSUES. WHEN YOU DEFEAT THE LAST SAMURAI, YOU EMERGE VICTORIOUS AND ENSURE AN ERA OF PEACE FOR JAPAN UNDER THE RULE OF THE TOKUGAWA CLAN.



## Osaka Infiltration

### Missions

- Do not let Goemon Ishikawa escape!
- Eliminate Kunoichi!
- Eliminate Goemon Ishikawa!
- Eliminate Kunoichi!
- Eliminate Kunoichi and Goemon Ishikawa!
- Eliminate Keiji Maeda!
- Eliminate Yukimura Sanada and Hideyori Toyotomi!

This castle mission uses the same map as the castle portion of Siege of Osaka. When the mission starts, move through the maze-like first floor to the east. Goemon Ishikawa is in an eastern room, above the room with the stairs to level two.

### DO NOT LET GOEMON ISHIKAWA ESCAPE!



When you burst through the door, he begins to flee. Kill him before he escapes. Goemon Ishikawa doesn't pose a challenge because he is running instead of fighting. Don't get suckered into fighting the enemies who surround him. Run past them and take down Goemon.

### ELIMINATE KUNOICHI!



After Goemon is dead, go to the stairs and ascend to level two. The boss on this level is Kunoichi. She appears at the end of the level, a few rooms before the room containing the stairs to level three. You must kill her to unlock the gate over the stairs, which leads to the next stage. A small retinue of bodyguards protects her, but concentrate your attacks on Kunoichi.

### NOTE

IF YOU DEFEATED GOEMON AND KUNOICHI IN THE PREVIOUS LEVELS, NO FINAL BOSS GUARDS THE EXIT OUT OF LEVEL THREE. HOWEVER, IF EITHER OF THEM SURVIVED, YOU HAVE TO FIGHT THEM HERE BEFORE YOU CAN MOVE UP. SEVERAL NAMED OFFICERS GUARD THE LEVEL, AND THEY CAN PROVIDE YOU WITH GOOD EXPERIENCE IF YOU KILL THEM. HOWEVER, YOU DON'T HAVE TO ENGAGE THEM.



### ELIMINATE KEIJI MAEDA!



The fourth level ramps up the difficulty. Before you reach the stairs to the next level, break open barrels or kill minibosses to get enough power-ups to max out your life and Musou meters. When you enter the room containing the stairs, Keiji Maeda is waiting and attacks you. He is powerful, and can kill you with two attack flurries if you stand still. Move around, hitting and running with your full attacks, and proceed up the stairs after you kill him.

### ELIMINATE YUKIMURA SANADA AND HIDEYORI TOYOTOMI!



The final level is a simple stage with a single room. Hideyori is there, along with Yukimura and four samurai. Concentrate your attacks on Yukimura and kill him first. He is the more dangerous opponent, with great reach and a powerful Musou attack. If you are low on health, keep running around, staying out of reach of the enemy attacks until your Musou meter fills to maximum. Run into them, going into

Musou mode before the enemies can hit you. Repeat this step several times and you will be able to defeat both of them. With Hideyori and Yukimura dead, the threat to Tokugawa's reign is ended.







## Oichi's Tale

### The Battle of Okehazama



#### Missions

- Attack the Imagawa outpost!
- Eliminate the enemies near the Zenshouji Fortress!
- Attack the Imagawa main camp from the mountain pass!
- Eliminate Hanzo Hattori!
- Eliminate Tadakatsu Honda!
- Eliminate all Imagawa officers!
- Do not let Hanzo Hattori overtake you!



#### ATTACK THE IMAGAWA OUTPOST!

Mount the horse at your opening position and gallop south toward the two Imagawa outposts. Defeat the officers at each location to complete the attack successfully (Tadatsugu Sakai at the western outpost and a Defense Captain to the east).



#### ELIMINATE THE ENEMIES NEAR THE ZENSHOUJI FORTRESS!

Travel north to engage Ujimoto Katsurayama, just west of the Zenshouji Fortress. Defeat him to complete this mission. There are more enemies to the east, but Katsurayama is your critical target.



#### ATTACK THE IMAGAWA MAIN CAMP FROM THE MOUNTAIN PASS AND ELIMINATE HANZO HATTORI!

Attack the Imagawa main camp from the mountain pass on the map's eastern edge. Along the way, you encounter Hanzo Hattori, who is added to your mission list.

Stop just long enough to defeat him, then continue south (eliminating Hattori here also fulfills the "Do not let Hanzo Hattori overtake you" mission). As you reach the camp, you receive another mission to "Eliminate Tadakatsu Honda." After entering the camp to complete the mission, turn and race to the map's western side to find Tadakatsu Honda.

#### NOTE

YOU HAVE THE OPTION TO STAY AND FIGHT, BUT THE ENEMIES ARE MANY. IF YOU DEFEAT YOSHIMOTO IMAGAWA HERE, YOU CAN END THE BATTLE EARLY.

#### ELIMINATE TADAKATSU HONDA!



Find a horse for your long journey and race to Tadakatsu Honda. Defeat him, then prepare for an onslaught from the remaining Imagawa officers.

#### ELIMINATE ALL IMAGAWA OFFICERS!

Continue the battle against Ieyasu Tokugawa, and then look for Nagateru Udon. You find the remaining Imagawa officers on the map's eastern edge.



#### DEFEAT THE IMAGAWA ARMY'S ELITE OFFICERS!



Yoshimoto Imagawa is the elite of the elite, and you'll find him among other officers as they gather for a final, desperate battle. You are almost always surrounded here, so keep moving and use Musou attacks to stun or dispatch multiple enemies at a time. When Yoshimoto falls, victory is yours.

### Siege of Inabayama Castle—Outside

#### Missions

- Defeat Bokuzen Ujiie's unit at Sunomata!
- Defeat Morinari's unit at the west lumber storage!
- Guard the Siege Ramp!
- Defeat all Saito officers!
- Defeat Yoshitatsu Saito's unit!

#### DEFEAT BOKUZEN UJIE'S UNIT AT SUNOMATA!



Travel north to Sunomata to attack Bokuzen Ujiie. You can bypass the advance forces and run to the right around the wall to find an entrance to Sunomata. Take out Ujiie, then go straight to the lumber storage area in the map's southwest corner.





## DEFEAT MORINARI'S UNIT AT THE WEST LUMBER STORAGE!

Follow the path across the bridge to reach the lumber yard. Morinari has plenty of support, so you must wade through his army to land the first blow. Keep up the attack until Morinari falls.

## GUARD THE SIEGE RAMP!

Run to the map's eastern edge, then travel north to reach the Siege Ramp. There is no time to spare because the ramp comes under attack even before it reaches the wall. Run ahead of the ramp to take a chunk out of the enemy's advancing force. After the Siege Ramp is in place, the Inaba Army, led by Ittetsu Inaba, storms the ramp. Position Oichi on the ramp and push back the attackers. Defeat Inaba and his Reserve Captain to secure the ramp.



## DEFEAT ALL SAITO OFFICERS AND DEFEAT YOSHITATSU SAITO'S UNIT!



Shortly before the gates to the main keep of Inabayama Castle swing open, you receive the order to attack the Saito officers. As you travel north along the map's eastern edge, a new order directs Oichi to defeat Yoshitatsu Saito. Fight your way past Yorisada Toki and continue north to find Saito.

Upon entering the castle grounds, a large advance force attacks Oichi. Yoshitatsu Saito stands back, but he joins the battle, so clear away his army before your big confrontation. Eliminate Saito quickly, because your main camp in the south is under attack, and you must finish the fight before Nobunaga Oda falls.



## Siege of Inabayama Castle—Inside

### Missions

- Eliminate Ranmaru Mori!
- Infiltrate Floor 2!
- Eliminate Hanbei Takenaka!
- Eliminate Mitsuhide Akechi!
- Eliminate Yoshitatsu Saito!

## ELIMINATE RANMARU MORI!

There is no time to warm up because Mori's Army attacks when Oichi enters the castle. Survive the opening barrage, then move south to the first left-hand hallway.



The traps appear along the way to the room where Ranmaru Mori is waiting, so stay light on your feet and keep jumping. Defeat Mori to fulfill your first mission inside the castle.

You must negotiate a series of floor traps as you wind back and forth from left to right, and then left again, before reaching a long hallway. Remember to listen for the trigger sound so that you can leap before the floor drops or rolls back.



A crowd follows you into the next room, so this would be a good time for a Musou attack. Collect the Life and Attack power-ups and exit the room to the east.

Fight through Saito's Army as you find an eastbound hallway that contains two deadly ceiling traps. Sharpened timbers fall from the ceiling with little warning, so stay alert.



Turn left as you approach the windows. Continue through the next room and take the stairs to the second floor.

Fight more of Saito's Army and continue east, through the double doors. Here another enemy squad awaits your arrival. Exit to the right, turn left, and go up the stairs to reach a large hallway. Watch for another floor spike trap.



## INFILTRATE FLOOR 2!

### NOTE

ALTHOUGH THIS DOES NOT APPEAR IN THE GAME AS AN ACTUAL MISSION, YOU MUST FIND YOUR WAY TO THE STAIRS LEADING TO FLOOR THREE IN ORDER TO CONTINUE.

Go through the first room, exit to the left, then turn right. Watch out for a ceiling trap followed by floor spikes. Archers also take aim at you while you negotiate the traps. Eliminate the archers to find an Attack power-up.





Travel west through two sets of double doors, then turn left to face Ittetsu Inaba and his army. Defeating Inaba earns Oichi a Musou power-up.



Explore the rooms in the middle of the map to find (and fight for) power-ups. However, you must find your way to the map's west side to gain access to the floor's north side (and the stairs to the third floor). Break through the double doors and continue up the stairs. Watch out for a floor trap just past the top of the stairs.



Fight through an Ujiie Army squad and continue north through the double doors into a small room.



Exit the room to the right, but watch out for a cluster of floor traps. Continue moving east, up the stairs and over a floor trap, to reach the double doors. Proceed into the room.



Fight the enemies and go straight ahead through the double doors to reach a long hallway. Turn left to face Bokuzen Ujiie and his army. Defeat Ujiie to earn an Experience Upgrade, and then turn left at the hall's end. Continue through the room to reach the staircase to the third floor.



## ELIMINATE HANBEI TAKENAKA!

Take the first left and go up two flights of stairs to reach a scary hallway. Run straight down the middle of the hall (don't stop!) to avoid the spiked walls.



Go up the stairs, turn left, and follow the hallway. Eliminate the archers, then take the first left. Go straight into the next room to find Hanbei Takenaka.



Defeat Hanbei, then wipe out the Sky Ninja to collect Life and Attack power-ups.

## ELIMINATE MITSUhide AKECHI!

Exit to the south and watch out for the floor trap just before the second set of stairs. Turn left and go through the double doors (don't forget to smash the box to get a Musou power-up).



Continue through another set of double doors, turn right, and immediately jump over the floor trap. Start swinging when the Akechi Army comes up the stairs with swords flying. Turn left, and then left again, as you jump off the floor trap.



Go through the room, exit to the right, and battle more of Akechi's Army.



While you are fighting archers and swordsmen, Mitsuhide Akechi joins the fray. The hallway gets crowded in a hurry, so use a Musou attack, or you'll have a difficult time getting to Akechi.

## NOTE

THERE IS A TIME LIMIT FOR DEFEATING AKECHI, SO DON'T WASTE ANY TIME STARTING (OR FINISHING) YOUR ATTACK.



Finish off Akechi and then turn your attention to his remaining army.

Follow the eastbound hallway and jump over the floor trap when you reach the next room. Turn right and then left to reach a great hall. Exit the room through the left-hand door, turn right, and smash through the double doors on the right.







Eliminate the Akechi guards, smash the basket to retrieve a new Weapon power-up, then exit to the left.



Turn right, avoid the ceiling spikes, then turn right again. Continue through the room to reach the stairs to the fourth and final floor.



## ELIMINATE YOSHITATSU SAITO!

When you arrive on the fourth floor, Yoshitatsu Saito and his son, Tatsuoki, rush toward you from the next room. Eliminate Yoshitatsu to claim victory for the Oda Army.

## The Battle of Anegawa



## Missions

- Eliminate Ieyasu Tokugawa, and stop the enemy advance!
- Prevent Keiji Maeda from entering the main camp!
- Eliminate Noh!
- Prevent the enemy from entering the main camp!
- Eliminate Nobunaga Oda!

## ELIMINATE IYASU TOKUGAWA, AND STOP THE ENEMY ADVANCE!



Check your map for Tokugawa's location, and move east to meet him. He is moving on horseback, so knock him to the ground to fight him.



## PREVENT KEIJI MAEDA FROM ENTERING THE MAIN CAMP!

Keiji Maeda appears along the map's southern edge. Although it looks like you can go south along the map's western edge to reach Maeda, there is a dead end at the southwest corner. Move east, instead, and meet Maeda in the map's middle. Like Tokugawa, he is on horseback, so knock him down to your level for a fair fight. Maeda's Army is all over Oichi here, so watch your Life Meter as you reduce Maeda to dust.

## PREVENT THE ENEMY FROM ENTERING THE MAIN CAMP!



Oda sends three armies to attack your main camp in the north. Intercept the northernmost army, led by Ittetsu Inaba, then work your way south. Bokuzen Ujiie is next, and he is likely to be fighting on the bridge, alongside Mitsuhide Akechi. Eliminate all three enemy officers to protect the main camp.

## ELIMINATE NOBUNAGA ODA!



Oda's camp is in the map's southwest corner, and he is well-guarded by Ranmaru Mori and a large army. You must defeat Oda within two minutes! After knocking Oda from his horse, try to isolate him from his troops, so you can deliver effective combination attacks. Use Oichi's speed and agility to your advantage as you eliminate Oda and claim victory for the Azai-Asakura!

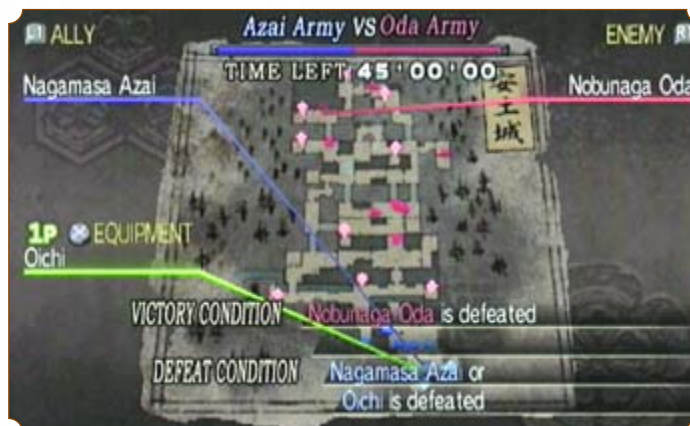
## NOTE

IF MISSION FIVE, "ELIMINATE NOBUNAGA

ODA," IS SUCCESSFUL, YOU ADVANCE TO THE "A" PATH: "AZUCHI INFILTRATION" AND "BETRAYAL AT HONNOLJI." IF YOU ARE UNABLE TO DEFEAT ODA, YOU TAKE THE "B" PATH: "SIEGE OF AZUCHI CASTLE" AND "THE BATTLE OF HONNOLJI." THE "A" PATH IS NEXT IN OUR WALKTHROUGH.



## Azuchi Infiltration





## Missions

- Defeat all the Mino Three!
- Infiltrate Floor 2!
- Defeat all the Mino Three!
- Infiltrate Floor 4!
- Eliminate Keiji Maeda!
- Eliminate Mitsuhide Akechi!

### DEFEAT ALL THE MINO THREE!



Stay in the main hall for as long as you like (or until you defeat all the enemy troops), and then enter the castle through the door on the right. Navigate over two floor traps and follow the hallway around to the left. Roll through the pendulum blades, go to the hall's end, turn right, and clear the room. Exit the room to the right, and navigate another hallway with pendulum blades and a floor trap.



Take care of the archers at the end of the hall to recover a Musou power-up. Continue through the double doors, and exit the room to the left. Follow the hallway to a large room where you encounter the Mino Three: Ittetsu Inaba, Bokuzen Ujiie, and Morinari Ando.



This fight is a free-for-all. The Mino Three like to stay together, which is perfect for Oichi's kendama attacks. Finish off all three officers to complete the mission.



After defeating the Mino Three, there is no reason to hang around on the first floor, unless you want to collect power-ups. Work your way to the map's northwest corner, then move east along the northern edge, exiting in the northeast corner at the staircase to the second floor.

## NOTE

THE "INFILTRATE FLOOR" MISSIONS LISTED ABOVE DO NOT APPEAR AS OFFICIAL MISSIONS IN THE GAME. HOWEVER, YOU MUST FIND YOUR WAY TO THE STAIRCASE ON EACH OF THESE FLOORS IN ORDER TO REACH THE NEXT LEVEL.

### INFILTRATE FLOOR 2!



Proceed north, then wrap around to the south as you move back toward the staircase. As you come back to the map's southern edge, you enter a large room filled with enemies, including Yoshinari Mori. After defeating the officer to earn an Experience Upgrade, exit on the room's far side and enter an eastbound hallway. Watch out for the spike trap.



Go through the next double doors on the left and then go straight, past the floor blades through another set of doors. Exit the room to the right, and go through more double doors to reach a room adjacent to the staircase. This is a quick floor, but the next one is tougher. If a Fire Ninja follows you into the room, defeat him to gain a valuable Life power-up.

### DEFEAT ALL THE MINO THREE!



This is a huge map with plenty of fighting. It is easy to get lost because of the hordes of enemies pushing you one way or another. Don't feel compelled to fight everyone. Explore the lower half of the map first. Floor traps are plainly visible and easy to avoid, but the rush of enemies can be overwhelming. Watch the minimap for clusters of red dots, showing the largest concentration of enemy fighters.

## TIP

POWER-UPS.

KYODAN, LADY NINJA, FIRE NINJA, AND MUSKET UNITS PRODUCE A BLEND OF LIFE, ATTACK, DEFENSE, AND MUSOU



Access to the map's upper half is not where you would expect it to be. Don't waste time looking along the northern boundaries. Go to the rectangular room in the map's southwest portion (as shown). Go through the double doors on the room's west side. Follow the hallway around to the left—watch out for the wall blade!

Follow a series of double doors to reach a new section of the map along the western edge. You attract a great deal of attention here. However, if it takes you a long time to find this area of the map, don't spend much time fighting.



Another key access point is in the middle of the map at the end of a northbound hallway (as shown). Fight past the Strike Ninja and continue through two sets of double doors. Follow the hallway north to reach a large chamber.



Go up the staircase in the room's left-hand corner, and follow three more flights of stairs until you complete a circle. Continue into the adjoining room, where you meet the Mino Three again. The first drubbing wasn't enough, so beat them again. Gather the power-ups they leave behind and proceed up the stairs.





Your access point for the map's west side is along the southern edge (as shown). Go straight through three sets of double doors to reach a large hall. Turn left, avoid the floor trap, then wrap around to the right. Follow the hallway through the double doors and stop to battle the enemies in tow.

This is a good spot to stockpile power-ups before you go to the fifth floor and your showdown with Keiji Maeda.

## ELIMINATE KEIJI MAEDA!



## INFILTRATE FLOOR 4!

Follow the double doors as you work your way to the map's west side. Tsuneoki Ikeda and the Shibata Army provide moderate resistance along the way.



Go through the first set of double doors, then exit to the right to find Keiji Maeda. By now you know Keiji is a tough opponent. His defensive skills are legendary when battling face-to-face, but he is not as agile as Oichi. Leap over Maeda and attack him from behind. Keep up your combinations until Oichi prevails.



Go through a series of double doors to reach the stairway to the final level and your battle with Mitsuhide. If your Life Meter is low, there are enemies willing to trade their lives for power-ups.

## ELIMINATE MITSUHIDE AKECHI!



With only a small squad to protect him, Mitsuhide is at Oichi's mercy. Don't be too complacent, especially when Mitsuhide's Life Meter is near the end. He unleashes a ferocious Musou attack that inflicts serious damage. Survive this final barrage and then finish off your enemy to win the "Azuchi Infiltration."

## Betrayal at Honnouji



## Missions

- Defeat Hidemitsu Akechi, and thwart the fire attack!
- Rescue Nobunaga Oda from Honnouji!
- Rescue Ranmaru Mori!
- Rescue Noh!
- Eliminate Noh!
- Help Nobunaga Oda escape to the southeast!
- Help Nobunaga Oda escape to the northeast!
- Eliminate Mitsuhide Akechi!

## NOTE

YOU CAN COMPLETE THIS SCENARIO IN SEVERAL WAYS. OUR WALK-THROUGH OUTLINES ONE PATH (IT DOES NOT INCLUDE EVERY MISSION LISTED ABOVE). THE FOLLOWING TABLE INCLUDES VARIOUS COMBINATIONS FOR COMPLETING "BETRAYAL AT HONNOUJI."

Qualifying Condition	Victory Condition	Defeat Condition
Beginning	Hidemitsu Akechi is defeated	Hidemitsu Akechi approaches Honnouji
Immediately after Mission 1	Oichi approaches Nobunaga before Oichi	Noh approaches Nobunaga Oda before Noh
Ranmaru Mori's Life Meter or Morale becomes low	Oichi approaches Ranmaru Mori	Ranmaru Mori disappears
Mission 2 has not failed and Noh's Life Meter or Morale becomes low	Oichi approaches Noh	Noh disappears
After Mission 2 fails	Noh is defeated	Game over
Mission 2 or 5 succeeds	Shigetomo Akechi is defeated and Nobunaga Oda retreats from southeast stronghold	Nobunaga Oda arrives at southeast stronghold before Oichi defeats Shigetomo Akechi
After Mission 6 fails	Nobunaga Oda retreats from northeast stronghold	Game over
Mission 6 or 7 succeeds	Mitsuhide Akechi is defeated	Game over





## DEFEAT HIDEMITSU AKECHI, AND THWART THE FIRE ATTACK!

Go south from your opening position, straight down the map's eastern edge. On the way, you receive an order to intercept Hidemitsu Akechi before he starts a fire attack. Turn right when you reach the blue "X" on the map, then turn left at the next intersection.

Continue west until you see Akechi. Defeat him as quickly as possible. The next two missions are time-sensitive, so even a few seconds saved here will help you later.



## RESCUE NOBUNAGA ODA FROM HONNOUJI!

Hurry north to Honnouji and enter through the outer south gate. After a few moments, the main hall's south gate opens, allowing you to reach Nobunaga Oda. Approach Nobunaga to rescue him.

**NOTE** IT IS POSSIBLE TO RESCUE NOH FIRST, THEN COME BACK TO RANMARU MORI.



## RESCUE RANMARU MORI!

Approach Ranmaru Mori just past the main hall's south gate (he is fighting the Akechi Army). You can help him fight, but all you need to do is approach him to complete the rescue.

**NOTE** ALTHOUGH YOU RECEIVE ORDERS TO "HELP NOBUNAGA ODA ESCAPE TO THE SOUTHEAST," YOU MUST GET TO NOH QUICKLY. NOBUNAGA IS FINE FOR NOW.



## RESCUE OR ELIMINATE NOH!

If you are quick enough to reach Noh, you can prevent her from defecting. Approach her and she is grateful to Oichi (for now). If you are too late, Noh gives her allegiance to the enemy, and you must eliminate her.



## HELP NOBUNAGA ODA ESCAPE TO THE SOUTHEAST!

Nobunaga tries to make an escape to the southeast, but he keeps running into enemy armies. Stay close and improve the odds with a steady barrage of Musou attacks. Unfortunately, the escape stalls at the northwest stronghold when you run straight into an ambush.



Eliminate all enemy officers as they appear. When you have defeated all enemy armies except for Mitsuhide Akechi and Shigetomo Akechi, it is safe to leave Nobunaga long enough to attack Mitsuhide.

**NOTE** YOU CAN OPT TO ATTACK SHIGETOMO AKECHI AND CLEAR OUT THE SOUTH-EAST ESCAPE ROUTE. HOWEVER, AT THIS STAGE OF THE BATTLE, YOU MIGHT AS WELL DEFEAT MITSUhide AND CLAIM YOUR VICTORY.

## ELIMINATE MITSUhide AKECHI!



Advance quickly to the map's southwest corner to confront Mitsuhide. A large army (including a Reserve Captain) surrounds him, so plan your attack carefully. You could lose large chunks of life when Mitsuhide uses a Musou attack, so keep close tabs on your Life Meter. After defeating Mitsuhide, Oichi's Tale comes to a victorious conclusion.

## Alternative Scenarios

The following scenarios follow the "B" path, taken when you are unable to eliminate Nobunaga Oda in "The Battle of Anegawa."



## Siege of Azuchi Castle—Outside



## Missions

- Eliminate the enemy ambush party!
- Eliminate Mitsuhide Akechi!
- Defeat the Mino Three!
- Wipe out the Hashiba Musket unit!
- Defeat Hideyoshi Hashiba!
- Defeat Keiji Maeda!
- Defeat Ranmaru Mori!
- Defeat Nobunaga Oda!





## ELIMINATE THE ENEMY AMBUSH PARTY!

Proceed north from the starting point until Oichi is inside the gate. As the gate closes, the ambush party attacks. Eliminate the Fire Ninja before he blows anything up, then focus on the muskets. Mop up the rest of the force to complete the mission and raise the gate.



## ELIMINATE MITSUhide AKECHI!

Yoshinari Mori and his army are causing problems just outside the gate. You have time for a few licks, but when Mitsuhide Akechi arrives, you must rush out of the castle to the north to greet him. Knock Akechi off his horse and then eliminate him.



## DEFEAT THE MINO THREE!

Proceed north through the newly opened gate and defeat the Mino Three: Ittetsu Inaba, Morinari Ando, and Bokuzen Ujiie.

## WIPE OUT THE HASHIBA MUSKET UNIT!

Move immediately through the third keep's north gate (it opens after you defeat the Mino Three), and look for the Hashiba Musket unit. Actually three large musket squads spread out in the castle. After clearing out the easternmost squad, the second keep's first gate opens, allowing you to move west. Finally, the second gate opens, giving you access to the remaining muskets.



## DEFEAT HIDEYOSHI HASHIBA!

### NOTE

IF YOU DO NOT WIPE OUT THE MUSKETS IN THE ALLOTTED TIME, YOU HAVE THE OPPORTUNITY TO DEFEAT HIDEYOSHI HASHIBA. THIS MAY ALSO HAPPEN IF YOU ENCOUNTER HIDEYOSHI BEFORE BATTLING HIS MUSKETS. IF YOU FAIL TO ELIMINATE THE MUSKETS OR HIDEYOSHI HASHIBA, YOU MOVE TO THE NEXT MISSION: "DEFEAT KEIJI MAEDA." FAIL TO DEFEAT MAEDA, AND THE SIEGE OF AZUCHI CASTLE COMES TO AN END.



## DEFEAT KEIJI MAEDA!

When you receive the news that Keiji Maeda is attacking, travel northwest to find him. This is the toughest fight in the Azuchi Castle—Outside scenario, so use your Musou attacks. Don't hesitate to leave the battle temporarily to beat up on Maeda's army and recharge your Musou meter.

### NOTE

BEFORE LOOKING FOR RANMARU MORI, CHECK YOUR MAP FOR MASAZUMI AZAI'S LOCATION. HIS SURVIVAL IS CRITICAL TO YOUR SUCCESS, AND YOU MUST HELP HIM CLEAR THE EAST GATE TO GAIN ACCESS TO MORI. AZAI DOES NOT RUN FROM A FIGHT, AND HE STAYS IN THE THICK OF THE FIGHTING WHEN YOU BATTLE KATSUIE SHIBATA, SO DON'T BE CONSERVATIVE AT THIS POINT IN THE SCENARIO, BECAUSE IF AZAI GOES DOWN, YOU START OVER. WHEN SHIBATA FALLS, THE EAST GATE SWINGS OPEN.



## DEFEAT RANMARU MORI!



Push north to the map's edge to find Mori and his large army. This is not a particularly difficult fight, but Mori's army provides plenty of distraction. After Mori falls, the north gate swings open, allowing you to move closer to Oda's camp. Before advancing, wipe out the remnants of Mori's army to gather power-ups for your upcoming battle with Nobunaga Oda.

## DEFEAT NOBUNAGA ODA!



When you reach the east gate to Oda's main keep, the Defense Captain attacks. You must eliminate him to open the gate. Don't forget to gather the Life power-up before continuing into Oda's camp. Don't spend too much time fighting with Oda's advance forces; you need every ounce of life to defeat Nobunaga. He is difficult to unseat from his horse, but you will have an easier time if you fight face-to-face. Defeat Nobunaga to gain entrance to the inside of Azuchi Castle.

## Siege of Azuchi Castle—Inside

### Missions

- Defeat Mitsuhide Akechi!
- Infiltrate Floor 2!
- Defeat Ranmaru Mori!
- Infiltrate Floor 4!
- Defeat Hideyoshi Hashiba!
- Defeat Nobunaga Oda!

## DEFEAT MITSUhide AKECHI!



The fighting begins as the Akechi Army squads rush to Oichi. You do not need to stay out in the main room, especially early in the scenario. When Oichi is warmed up, exit through the east-facing door.





Turn left just past the doorway, and leap out of the floor trap. Go up the stairs, leap out of another floor trap, and turn left before you reach the next room. Roll through the pendulum blades and turn right at the hallway's end. Turn right again, then roll through another hallway with pendulum blades (watch out for two floor traps in the middle).

Follow the hallway to the left, exit the room, and continue around the corner and through the double doors. Dispatch the ninja that drop in, and collect the Life power-up they leave behind.



Go through the double doors, and exit through another set of doors on the left to reach a large hallway. Take the first left, but watch out for the floor blades (run between them). Defeat the three ninja for a Musou power-up, then continue around to the right.



Turn left into a small room and battle several Kyoudan warriors from the Maeda Army. Exit through the double doors and turn right. This is another spot where enemies swarm, so don't hang around too long. Continue running south and go through the double doors to your left at the hallway's end.



Exit the small room to the right, then turn right at the end of the hall. Continue west, but watch out for the wall blade and the floor trap. Go through the next room and turn left to reach the staircase to the third floor.

## CAUTION

ENEMIES STREAM INTO THIS ROOM AFTER YOU DEFEAT THE FIRST NINJA, SO DON'T GET TOO COMFORTABLE. IF THE BATTLE GETS OUT OF HAND, LOOK FOR THE EXIT.



Exit the room and turn left. Still more ninja drop in, followed by other Akechi squads. When you have breathing room, run north and take the first right. Leap out of the floor trap, go up the stairs, and continue through the double doors (beware of another floor trap in front of the doors).



Go straight through another set of double doors and turn left. Take another left into a room with a fake wall panel. When the panel rises, say hello to Mitsuhide Akechi...and then waste him. Go up the stairs to reach the second floor.



## INFILTRATE FLOOR 2!

Exit the first room, turn right, and continue toward the double doors. Take on the ninja that drop from the ceiling, and defeat them to collect a Defense power-up.

## DEFEAT RANMARU MORI!



Go straight, turn right, then left to find a musket squad in the corner to your right. There is no reward for taking them out, but if you go to the right (past the muskets), and move through another set of double doors, you find another musket squad. Defeat them to collect a Defense power-up.

Retrace your steps back to where you first saw the muskets. Go through the double doors, and then go through another set of doors to reach a large hallway with floor blades. Go past the floor blades and turn left into a large room, where a Mori Army squad attacks. Clear the room to earn a Defense power-up.



Exit to the north and turn right. Leap out of a floor trap and continue past the floor and wall blades. Go through the open doorway, and then the double doors, to reach a large hall. Fight through another enemy squad and then veer off to the left, until you reach a northbound hallway. Continue into a large chamber.

## TIP

WHEN NINJA LEAP IN THE AIR, THAT IS YOUR SIGNAL TO RUN OR ROLL AWAY. IF YOU STAND STILL, YOU'LL BE KNOCKED SILLY, POSSIBLY SEVERAL TIMES BEFORE YOU LAND!





Look for a staircase in the room's extreme left corner. Although the floor is filled with enemies who yield an assortment of power-ups, there is a greater potential for serious damage, due to the room's size and the attacks coming from all directions. Also, you can waste valuable time down below, which leaves less time for getting to Nobunaga Oda on the sixth floor. You are better off going straight up the stairs

for fighting that yields similar rewards without the risk. Take the stairs to the first landing and eliminate the Wind Ninja to earn a Life power-up.

Go up the second flight of stairs and take out two musket squads to find a Musou power-up.



## NOTE

ENEMIES FROM THE GROUND FLOOR FOLLOW YOU UP THE STAIRS (AND BRING THEIR POWER-UPS WITH THEM). WHEN THEY ARRIVE IN BUNCHES, THE TIGHT SURROUNDINGS MAKE IT EASY FOR YOU TO LAUNCH SUCCESSFUL MUSOU ATTACKS.

When your Musou meter is full, continue up two more flights of stairs to face Ranmaru Mori. He is only lightly guarded, so you will defeat him with ease. Go up the stairs to the fourth floor.

## INFILTRATE FLOOR 4!



ups. Don't forget to smash the boxes on the room's far side to find a rare Speed power-up.



Go through the first room, turn right, then right again. Go straight through two sets of double doors to find the first elements of the Tokugawa Army. Watch out for two musket squads firing with deadly accuracy from the room's other side. Defeat them, along with the other soldiers, to earn Life and Attack power-ups. Don't forget to smash the boxes on the room's far side to find a rare Speed power-up.

Exit to the west and continue through the double doors. Jump over the floor trap and go through another set of double doors across the hall. Ninja drop in from all directions, but you don't need to stop and fight (unless you are looking for more life). Go through another set of double doors to reach a large hall.



## DEFEAT HIDEYOSHI HASHIBA!

Go straight and then right to reach a large hallway. Jump over the floor trap and turn right, before reaching the floor blades. Go across the hall, through the open doorway, and then through the double doors. Continue past the floor blades, up the stairs, and through the doors.

Turn left, avoid the floor trap, and then continue around the corner to the right. Wrap all the way around the corner and battle Kazimasa Takigawa. He is not an official mission objective, but he is standing between you and the next staircase.



Continue through the small room and out the doors to reach another large hall. Turn left to find Hideyoshi Hashiba and his army. Defeat Hideyoshi and then turn left to find the stairway to the sixth floor and your showdown with Nobunaga Oda.

## DEFEAT NOBUNAGA ODA!

Nobunaga has only a small squad of guards, but he doesn't need any help. His attacks are powerful, and if you give him breathing room, he will come at you from all directions. Go airborne to surprise Nobunaga, and then pummel him with Musou combinations to seal his fate and your victory!



## The Battle of Honnouji





## Missions

- Eliminate Mitsuhide Akechi!
- Thwart Nagamasa Azai's fire attack!
- Eliminate Hideyoshi Hashiba!
- Defeat Hideyoshi Hashiba and Ieyasu Tokugawa!
- Defeat Hideyoshi Hashiba and Mitsuhide Akechi!
- Defeat Hideyoshi, Ieyasu and Mitsuhide!
- Eliminate Ieyasu Tokugawa!
- Eliminate Hanzo Hattori!
- Eliminate Noh!



### ELIMINATE MITSUHIDE AKECHI!

Go north from the starting point to the second north/south road from the left to intercept a retreating Mitsuhide. He has only a small squad, so it should be an easy fight.



### THWART NAGAMASA AZAI'S FIRE ATTACK!

Immediately after dispatching Mitsuhide, go to Nagamasa's position at the midpoint of the city's southern edge. Stand alongside Nagamasa for Oichi to convince her leader to call off his proposed fire attack on the city.



### ELIMINATE HIDEYOSHI HASHIBA AND IEYASU TOKUGAWA!

If you fail to stop Nagamasa's fire attack, you must eliminate Hideyoshi to continue the Battle of Honnōji. You also receive an order to defeat Tokugawa, but he will have to wait. Go to the city's west side, halfway up the map to find Hideyoshi on horseback.

Several large advance squads block your way, and Hideyoshi has a personal army as well. This is a tougher fight than Mitsuhide, because two other enemy officers join in. Don't let Hideyoshi get lost in the crowd.



A horse is an asset here because you must go to the city's extreme southern border and then to the eastern edge, before taking the road north to meet Ieyasu. Like your previous fight, hold other enemy officers and troops at bay while you eliminate Ieyasu.

## NOTE

YOU HAVE MORE TIME TO ELIMINATE MITSUHIDE, HIDEYOSHI, AND IEYASU, BUT IF YOU COMPLETE THE THREE MISSIONS PROMPTLY, YOUR NEXT TARGET IS HANZO HATTORI. DEFEND NAGAMASA AZAI UNTIL HATTORI ARRIVES ON THE MAP.

### ELIMINATE HANZO HATTORI!



Hattori arrives in the same general location where you found Ieyasu, on the map's eastern side. Hanzo is a ninja, so he has no problem reaching Oichi on horseback. You need to be quick on your feet to win this fight, so try not to stand toe-to-toe with your enemy. Follow him closely and strike before he leaps.

### ELIMINATE NOH!



Although Noh is your final mission, there is work to be done to gain access to her compound. Go north along the map's eastern edge and then wrap around behind the compound. Defeat Ittetsu Inaba to open Honnōji's north gate.

After entering the grounds, Nobutada Oda approaches with a small army. Fighting him is optional. However, you must defeat Ranmaru Mori on the south side of Honnōji to gain access to the south gate. Get back on your horse and gallop around to the south, where Nagahide Niwa is waiting. Defeat him to open the west gate.



Stay on the south side of Honnōji to find Ranmaru Mori. Defeat him to open the south door to the main hall (right in front of where you fight Mori). Enter to find Noh.



Despite a large supporting army, Oichi should have no trouble defeating Noh and winning "The Battle of Honnōji" for the Azai Army.







## Kenshin's Tale

### The Battle of Kawanakajima



#### Missions

- Defeat the enemies at Hachimanbara!
- Occupy Kaizu Castle!
- Charge the Takeda main camp at once!
- Eliminate Yukimura Sanada!
- Zenkouji must not be isolated!
- Eliminate Kansuke Yamamoto!
- Defeat Yukimura Sanada and Nobukado Takeda!
- Storm the Takeda main camp!



#### DEFEAT THE ENEMIES AT HACHIMANBARA!

Kenshin's first mission is to defeat Takeda's forces in Hachimanbara. You start at the bottom of the map, so hop on the horse in front of you and ride to Hachimanbara. Go west first and stop at the gate. In a few seconds, it opens. Go through and ride north. You run into Nobukado Takeda. Kill him to accomplish this mission.



#### OCCUPY KAIZU CASTLE!

After you get the Hachimanbara mission, you also get a message to occupy Kaizu Castle, which is in the east, opposite of Hachimanbara. To occupy the castle, kill the Reserve Captains there.

#### NOTE

YOU CANNOT FINISH BOTH THE HACHIMANBARA AND KAIZU OBJECTIVES. YOU DON'T LOSE ANYTHING BY FAILING EITHER ONE, BUT WHEN YOU COMPLETE ONE, THE OTHER ENDS IN FAILURE. HACHIMANBARA IS EASIER, SINCE YUKIMURA AND KUNOICHI BLOCK YOUR PATH TO KAIZU.

#### CHARGE THE TAKEDA MAIN CAMP AT ONCE!



Five minutes into the mission, or after you vanquish Nobukado Takeda at Hachimanbara, you get the ultimate objective: storming Takeda's camp and eliminating him and his officers there. His camp is in the map's northeast quadrant, at the top. Shingen is surrounded by dozens of troops, and is also backed up by his officer, Kansuke Yamamoto. There is a five-minute time limit on this mission, as with the others, so if you don't get to Takeda's camp in time, he will ride out to meet you.

However, whether you fight Shingen in his camp or outside, when you defeat him, you win the mission.

#### ZENKOUJI MUST NOT BE ISOLATED!



When you occupy Kaizu or break into Takeda's compound, Shingen makes a play for Zenkouji Castle. Zenkouji is the northernmost point on the map, in the northwest corner. You will have to ride through lots of enemies to get there. Ignore them for now and get to Zenkouji as fast as possible and eliminate the officer there, Yoshinobu Takeda.



#### ELIMINATE KANSUKE YAMAMOTO!

After you storm Takeda's camp, you also get a mission to eliminate Kansuke. Since he is right there, it is an easy matter to slay him first before taking down Shingen. After Kansuke is down, ignore the rest of the units around you, unless you need to attack them to fill your Musou meter quickly.



#### DEFEAT YUKIMURA SANADA AND NOBUKADO TAKEDA!

If you lost the mission to take Kaizu or defeat the forces at Hachimanbara, eventually you must battle Yukimura and Nobukado Takeda. If that is the case, look to the minimap to see where they are, then charge out to attack them. Kunoichi likely supports

Yukimura, and they are joined by dozens of troops and several other officers.

### Odawara Infiltration

#### Missions

- Eliminate Kunoichi!
- Eliminate Yukimura Sanada!
- Eliminate Yukimura Sanada and Kunoichi!
- Eliminate Ujimasa Hojo!

This mission is inside a castle, and although small in comparison to a field battle, it is more difficult because you have hundreds of enemies to fight and only a few power-ups hidden in crates and barrels. The best way to get power-ups is to defeat the enemies, who sometimes drop Life, Musou, Attack, and Defense power-ups.





Start the first level by moving north. When you come to a long walkway spanning water, go across, but beware. The ground falls out from underneath you and you have to ford the current flowing against you. When you reach the other side, keep going north, and jump over trap doors on the floor. Continue heading north, then go east as far as you can go. Along the way, you run into the officer Tsunashige Hojo. Kill him and continue. The stairs leading up are in the map's northeast corner.



On the second floor, you must get to the stairs in the map's southeast. Along the way, you fight the officer Ujinoro Hojo. You also encounter your first tough officer on this level: Kunoichi. She is near the room with the stairs leading to the third level.

## ELIMINATE KUNOICHI!



Instead of going through the door and left to ascend the stairs, turn right (which is west) past a floor trap and a flying darts trap. You enter the room where Kunoichi waits. You do not need to fight her to progress. However, it is better to battle her now, because if you bypass her, she will join Yukimura on level four and your fight then will be much tougher.



On level three, you must fight several minor Hojo officers. But the challenge is finding which stairway leads up to the fourth floor. The blue dots at the map's top show the locations of several stairs. All the stairs start out gated. To unlock them, you must kill the Defense Captains guarding them. Only one set of stairs is the real way leading up. The others are decoys that crumble when you climb them. The location of the real stairs is always random, so you must explore each one to see if it is authentic.

## ELIMINATE YUKIMURA SANADA!



On level four, you must battle Yukimura Sanada to get to level five. He awaits you in the exit in the map's northwest corner. To get to Yukimura you have to navigate more traps and battle past the officer, Ujiteru Hojo, who is stationed in a room in the middle of the map on your way to the northwest exit.

## NOTE

IF YOU DID NOT DEFEAT KUNOICHI ON LEVEL TWO, SHE JOINS YUKIMURA ON LEVEL FOUR, MAKING YOUR BATTLE THERE THAT MUCH HARDER.

## ELIMINATE UJIMASA HOJO!



The final level of the castle is a single, open room on the castle's top floor. You had planned to fight Shingen, but he tricked you and is gone. Instead, Ujimasa Hojo is here. Ujimasa appears in front of you and you must battle him immediately. At the room's rear is a troupe of musketeers. Hang back near the level's entrance to battle Ujimasa so you remain out of the musketeers' range. Defeat Ujimasa to end the mission.

## Siege of Ueda Castle, Part One



## Missions

- ❑ Defeat Yukimura in front of Ueda Castle's gates!
- ❑ Avoid combat with Yukimura!
- ❑ Do not allow the enemy into the main camp!
- ❑ Eliminate Shingen Takeda!
- ❑ Eliminate Masayuki Sanada!



## DEFEAT YUKIMURA IN FRONT OF UEDA CASTLE'S GATES!

Kenshin is riding hard to the capital to stop Shingen before he takes it. But standing between Kenshin and Shingen is Shingen's loyal officer, Yukimura Sanada, and the Sanada clan. In this mission, you must lay siege to the Sanada stronghold, Ueda Castle. You begin in the east, and must run west to meet Yukimura on the battlefield.

## AVOID COMBAT WITH YUKIMURA!



As soon as Yukimura is defeated, two more Yukimura Sanadas appear on the field! One appears in front of your main camp, while the other appears near Toishi Castle in the map's north-east corner. You don't know which Yukimura is the real one, but you need to avoid combat at first while you need to return to base. Both Yukimuras are moving to your main starting camp. Despite the name of the mission

objective, you must battle and eliminate at least one of the Yukimuras. (You can kill either one.) After you do that, this mission objective is completed.



## DO NOT ALLOW THE ENEMY INTO THE MAIN CAMP!



You should be at or near your main base when you eliminate Yukimura. Stay there, because the Sanada clan launches an all-out assault on your camp (whether you have yet defeated Yukimura or not). Use your minimap to locate the Sanada officers and eliminate them quickly, or you fail the objective. You must defeat Yukimura (if he is still around), Kunoichi, and Nobuyuki Sanada.



## ELIMINATE SHINGEN TAKEDA!

Whether you repel the Sanada assault on your main camp or not, Shingen pays a visit to the battlefield. Both Yukimura and Nobuyuki rode in on horses; take one and ride toward Shingen. Engage him in battle before he retreats to the stronghold in the northwest or you fail this mission objective.

## ELIMINATE MASAYUKI SANADA!



If you catch Shingen and defeat him, he retreats. Even if you do not manage to eliminate him, he abandons the battlefield to Masayuki Sanada. Masayuki is holed up in the Ueda Castle. Ride toward the southwest. The map gets confusing because there are many walls and locked gates. You cannot progress to Ueda Castle until you eliminate the officer, Masakage Yamagata. He is in the southwest. As soon as you kill him, the

Ueda Castle south gate next to you opens and you can finally enter Masayuki's stronghold. Ride in and eliminate Masayuki. He is tough and well-guarded, so make sure you max out your Life and Musou meters before engaging him. Defeat him in battle and he retreats inside his castle walls, where you must pursue him in the second part of the Siege of Ueda Castle mission.

## Siege of Ueda Castle, Part Two

### Missions

- Eliminate Kunoichi!
- Eliminate Nobuyuki Sanada!
- Eliminate Yukimura Sanada!
- Eliminate Kunoichi and Yukimura!
- Eliminate Masayuki Sanada!

## ELIMINATE KUNOICHI!



Ueda Castle is a five-story fortress, and you must navigate through hundreds of soldiers, several officers, and the two powerful characters Kunoichi and Yukimura, if you are finally to slay the Sanada patriarch, Masayuki. Advance to the stairs leading to level two. After you enter the second room, Kunoichi drops in to attack you. Eliminate her and continue to the room with the stairs leading down to sublevel two.

## ELIMINATE NOBUYUKI SANADA!



Before you can go down the stairs to sublevel two, you must battle and defeat Nobuyuki Sanada. He is not difficult, but he has several bodyguards with him. Also, any enemy soldiers you haven't yet killed probably follow you to this room, so you might have to contend with more enemies than just Nobuyuki. Defeat him quickly and go down the stairs.

## ELIMINATE YUKIMURA SANADA!



Yukimura Sanada is waiting for you on the second sublevel. He is in the room with the stairs leading down to sublevel three. He has several bodyguards with him, and as with Nobuyuki, you might have additional enemy troops following you into the room. Use your Musou attacks and concentrate on Yukimura to eliminate him quickly.

## Sublevels Three and four

Sublevels three and four are very small and patrolled by only minor officers: Genba Karasawa and Shigenori Suzuki on sublevel three, and Yoritsuna Yazawa and Yorisada Yazawa on sublevel four. These levels are teeming with dozens of enemy soldiers, but you don't need to kill them or the officers to descend to the next sublevel.



## ELIMINATE KUNOICHI AND YUKIMURA!



Kunoichi and Yukimura have regrouped at the final level of Ueda Castle, the gardens. This is an extremely small level. Run through the winding walkways until you come to the central garden. Yukimura and Kunoichi are waiting for you. Make sure you are at maximum Musou and Life. As soon as you get within range, use your Musou attacks and start attacking. Concentrate attacks on one of them at a time.

Eliminate one enemy completely before turning to the other. Yukimura and Kunoichi are supported by several bodyguards and six musketeers. Protect yourself from the musketeer gunfire by fighting inside one of the rooms to the side of the garden, but do not go into the north room. When Kunoichi and Yukimura are dead, fill up your Musou meter again and get Life power-ups by killing the musketeers or remaining bodyguards.

## ELIMINATE MASAYUKI SANADA!



Now enter the final room. Inside is Masayuki Sanada, leader of the Sanada clan. Use your Musou attacks when you can, stay away from Masayuki's Musou moves, and don't hesitate to run to the barrels and break them for a power-up if you are losing. Defeat Masayuki to bring the Sanada clan down to its knees and win the mission.



## Siege of Gifu Castle, Part One



### Missions

- ❑ Lure Katsuie Shibata out!
- ❑ Defeat Hideyoshi, and protect the Siege Ramp!
- ❑ Eliminate Keiji Maeda!
- ❑ Escort the Siege Ramp and clear the west gate!
- ❑ Defeat Keiji Maeda, and clear the front gate!
- ❑ Defeat Mitsuhide Akechi, and clear the east gate!
- ❑ Eliminate Nobunaga Oda!
- ❑ Defeat Nobunaga Oda inside the castle!
- ❑ Defeat all Oda officers!

### LURE KATSUIE SHIBATA OUT!



This mission has two parts. In this part, you must defeat Nobunaga Oda's massive army on the field surrounding Gifu Castle. You begin in the south, and Nobunaga is in the north. Blocking your way in the middle of the map is Sunomata Castle, under the control of Nobunaga's officers. When the mission starts, one of his officers, Hideyoshi Hashiba, is bombarding your positions with cannon fire. You must lure the closest Oda officer, Katsuie Shibata, out to fight you so that Hideyoshi ceases firing. Rush out on foot to the north, where you encounter Katsuie outside the walls of Sunomata Castle. Do not kill him right away. Hit him a few times and then flee back to your base. He follows, and soon Hideyoshi begins complaining about Katsuie's foolish gullibility. Moments later, the cannon fire stops as you successfully draw out Katsuie. Kill him now.

### DEFEAT HIDEYOSHI WHILE PROTECTING THE SIEGE RAMP!



any others. If you kill other important characters before killing Hideyoshi, you fail this objective.

Now that your army is able to move, one of your Siege Ramps begins plodding toward the walls of Sunomata Castle. Protect it first by killing the nearby enemy officer, Koroku Hachisuka. After a minute or so, the Siege Ramp deploys, letting you scale over the walls. Run north into Sunomata, where Hideyoshi Hashiba is waiting. Even if other officers come to aid Hideyoshi, kill him before engaging

### NOTE

THE SIEGE RAMP ARRIVES AND YOU HAVE TO ESCORT IT WHETHER YOU LURED OUT KATSUIE OR NOT. IF YOU FAIL TO PROTECT THE SIEGE RAMP AND IT IS DESTROYED, THEN YOU WILL GET NEW MISSION OBJECTIVES REQUIRING YOU TO TAKE THE LONG ROUTE AROUND THE CASTLE WALLS AND GET IN THE HARD WAY BY DEFEATING THE OFFICERS THAT GUARD THE GATES. YOU MUST DEFEAT KEIJI MAEDA AT THE FRONT CASTLE GATE TO BYPASS THE FIRST BARRIER. THEN YOU HAVE TO DEFEAT MITSUhide AKECHI TO OPEN THE EAST GATE AND GO FARTHER INSIDE. USE THE INFO SCREEN AND MINIMAP TO FIND KEIJI MAEDA, MITSUhide, AND THEIR RESPECTIVE GATES.

### ELIMINATE KEIJI MAEDA!



If you protected the Siege Ramp and stormed the castle from the south wall, Nobunaga's fearsome general, Keiji Maeda, challenges your character, Kenshin Uesugi, to a duel. He is an honorable warrior and wants to match blades. He is waiting north of Hideyoshi. After you kill Hideyoshi, move up and engage Keiji. If you defeat Keiji in battle, he abandons Nobunaga and joins your side.



### ESCORT THE SIEGE RAMP AND CLEAR THE WEST GATE!

After defeating Keiji, another Siege Ramp appears west of you and begins rolling toward the west gate. The ramp should flash on your minimap. Follow it and make sure it deploys where it needs to (it follows a set path to the walls in the west area of the map). Kill any enemy units impeding the Siege Ramp's way. At this point, you can run across the ramp and north into Nobunaga's camp, or hop on Keiji's horse and ride north. The horse is faster, so take it.



### ELIMINATE NOBUNAGA ODA!

With his castle overwhelmed by your forces and his officers dying or deserting him, Nobunaga retreats to Gifu Castle. Ride fast to catch and kill him before he makes it behind the walls of Gifu.

### DEFEAT NOBUNAGA ODA INSIDE THE CASTLE!



If you defeat Nobunaga before he can retreat, he reappears inside Gifu Castle in the north. He also waits there if you failed to catch him. In either case, your next objective is to travel to Gifu Castle in the northwest corner of the map and eliminate Nobunaga. You have to ride past Oichi and Noh on the way to Nobunaga, as well as several minor Oda officers. If you are on horseback, you ride swiftly past them. Otherwise, you probably have to fight your way through them. When you reach Nobunaga, be prepared for a tough fight. He has lots of health, a strong attack, and many guards. Use your Musou attacks as often as possible, and attack his henchmen if



you need to refill your Musou meter. Several Reserve Captains support Nobunaga. If you are running low on health, kill them because they usually drop Life power-ups when they die. With perseverance, Nobunaga falls to your sword.

## DEFEAT ALL ODA OFFICERS!



Although you have cut off the head of the snake by dispatching Nobunaga, you still must deal with the body. Use the minimap and the info screen to search for all outstanding Oda officers, including Mitsuhide Akechi, Noh, and Oichi, if they are still alive. Ride around the map killing them. Two new Oda officers, Nagahide Niwa and Kazimasa Takigawa, appear at your main camp and begin attacking your forces there. If

you managed to recruit Keiji, he will hold his own. Still, you should ride down to kill them personally. When the last officer is defeated, the mission ends.

## Siege of Gifu Castle, Part One

### Missions

- Clear Gifu Castle's first floor quickly!
- Clear Gifu Castle's second floor quickly!
- Clear Gifu Castle's third floor quickly!
- Eliminate Nobunaga Oda quickly!

### CLEAR GIFU CASTLE'S FIRST FLOOR QUICKLY!



The mission inside Gifu Castle has a time limit of 25 minutes, so you must hurry through it. Beware of trap doors in the floor that drop you into spike traps. Make sure you jump out of the way as soon as you step onto a trap panel. You must clear the first level in four and a half minutes. If you take longer, you fail this objective, although you don't fail the entire mission. On the way to the exit, you might encounter

one officer, Nagahide Niwa, but you can run past him. However, in the exit room, Mitsuhide Akechi is waiting for you. Kill him quickly, then move up to the second level.

### CLEAR GIFU CASTLE'S SECOND FLOOR QUICKLY!



The second floor has no real boss at the exit room to impede your upward progress. You run into Katsuie Shibata on your way to the room, but run past him to the stairs. Life power-ups are scarce on this level, so conserve your health. To complete this objective, you must clear the floor in four and a half minutes.

### CLEAR GIFU CASTLE'S THIRD FLOOR QUICKLY!

By the time you reach this level, you are probably low on life, as there are few Life power-ups on the floors of this castle. You must rely on superior maneuvering to dodge the traps on this level. The first trap consists of two spiked walls that close in on you as you run by. Four such traps are in a single hallway, and at the hallway's end are three waiting musketeers. Run past the traps and then tumble just before the



walls hit you. The musketeers pose a problem because when they hit you, you get pushed back for a split second—enough time to delay you so you can't dodge the final wall trap. You must clear the floor in three minutes to fulfill the objective.



Waiting for you in the room with the stairs to level four is Ranmaru. He is a tough opponent, and he has a deadly ranged attack. Attack quickly and relentlessly to put him off-balance. After you defeat him, you move on to the next level.

### ELIMINATE NOBUNAGA ODA QUICKLY!



The final level consists of only two rooms. Nobunaga Oda charges you right away, so be ready for immediate combat. If Keiji Maeda did not join you in the first part of the Siege of Gifu Castle mission, then he will be here supporting Nobunaga, making this battle twice as hard. However, if Keiji is on your side, then you only face Nobunaga and his two samurai bodyguards. Do not fight near the walls in

the larger room, because as soon as you get close, spikes jut out from the wall, damaging you and throwing you to the ground. Try to do most of the fighting in the first room, where you don't have to limit your movement. You won't have enough enemies to recharge your Musou meter after you use it, and you might have almost no health after just a few hits from Nobunaga. If your life is low, the upside is that your Musou meter fills automatically. If that is the case, keep running around as your Musou meter fills up, and then only engage him when you can execute a full Musou attack.

## Alternative Missions

After the Siege of Gifu Castle, *Kenshin's Tale* branches into two directions for two different final missions and endings. If you complete the Katsuie, Hideyoshi, and Keiji missions from part one, or you complete all four missions in part two, you get the "Fate of Kawanakajima" mission as your final challenge. If you failed at those missions in both parts, you get the "Battle of Anegawa" scenario.

## Kawanakajima Showdown





## Missions

- Eliminate Nobukado Takeda at Hachimanbara!
- Eliminate Nobushige Oyamada at Kaizu Castle!
- Eliminate Hanzo Hattori, and protect the main camp!
- Eliminate Masakage Yamagata, and protect Zenkouji!
- Eliminate Yukimura Sanada, and protect Kaizu Castle!
- Temporarily retreat from the front line!
- Charge alone into the Takeda main camp!
- Eliminate Katsuyori Takeda at Mt. Chausu!

### ELIMINATE NOBUKADO TAKEDA AT HACHIMANBARA!



When the mission begins, a fierce battle is raging all over the map. There is a horse in front of you. Hop on it so you can move around the map quickly; you need that mobility. Your first mission is to kill Nobukado Takeda at Hachimanbara near the map's middle. Ride there by going west and then north. Attack Nobukado quickly so you kill him and disperse some of his troops.



### ELIMINATE NOBUSHIGE OYAMADA AT KAIZU CASTLE!

Right after you get the Hachimanbara mission, you also get the objective of eliminating Oyamada at Kaizu Castle. To get to Kaizu, travel east and then go north. Kaizu is in the middle of the map's eastern edge. You cannot complete both the Hachimanbara and Kaizu missions. You must choose one.

### ELIMINATE HANZO HATTORI, AND PROTECT THE MAIN CAMP!



Whether you secured Kaizu or Hachimanbara, you are far from your main camp when the ninja Hanzo Hattori and his army attack your main camp. You have to ride back quickly to kill Hanzo. One of your officers, Kagetsugu Amakasu, is protecting the main camp. You must save him and eliminate Hanzo's army.

## Protect Kaizu or Zenkouji

Depending on which area of the map you secured, you get another mission just as Hanzo attacks your territory. If you took Hachimanbara, then you must eliminate the enemy officer Masakage Yamagata at Zenkouji, the stronghold north of Hachimanbara at the top of the map. If you took Kaizu, then you must defeat Yukimura Sanada, who rides into Kaizu bent on retaking it. It is difficult to both defeat Hanzo and save Zenkouji or Kaizu, because they are on opposite ends of the map. Protect your camp. You can afford to lose the other two holdings.



### ELIMINATE KATSUYORI TAKEDA AT MT. CHAUSU!



If you complete the Kaizu missions or the Hachimanbara and Zenkouji missions, your next mission objective is to kill Katsuyori Takeda at Mt. Chausu. Chausu is not marked on the map in the info screen, but use the info screen and minimap to locate Katsuyori, not the mountain. If you have to do the retreat mission, then this objective is aborted.

### TEMPORARILY RETREAT FROM THE FRONT LINE!



If Kaizu or Zenkouji fall to Shingen, your armies are getting beaten badly and you need to regroup. Your next objective is to gather at the designated retreat. Your minimap signals the area, which is south of the bridge into Hachimanbara, in the southwest. After you and the rest of your officers arrive, the mission is complete and your armies and officers charge out. Go with them and personally kill any enemy

officers you see. Leave the enemy behind for your own officers and armies to deal with.

### CHARGE ALONE INTO THE TAKEDA MAIN CAMP!

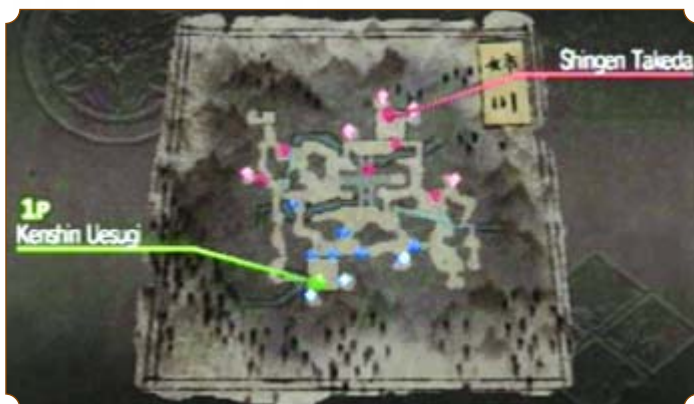
## NOTE

YOU DON'T NEED TO RUSH TO TAKEDA'S CAMP. TAKE THE TIME TO ELIMINATE ENEMY OFFICERS AND SAVE YOUR OWN, BECAUSE YOU LOSE THE MISSION IF ALL OF YOUR OFFICERS DIE.

After you regroup, you are ready to make your final push into Shingen's camp and eliminate the warlord once and for all. The Takeda camp is in the map's northeast corner, so you have to ride for a long distance to get there. Do not try to go on foot. Use a horse. When you break into the camp, you see dozens of troops, as well as several tough Strike Ninja, Reserve Captains, and, of course, Shingen Takeda. Unseat Shingen from his horse and begin battling him, attacking his army both to clear space for fighting, and to generate Musou. The mission ends after you finally defeat the power-hungry warlord.



## Battle of Anegawa





## Missions

- Assist the Sadamitsu Usami Army!
- Assist the Kageie Kakizaki Army!
- Assist the Yataro Onikojima Army!
- Head for the Takeda Army's main camp!
- Defeat all Takeda officers!
- Eliminate Shingen Takeda once and for all!

Because you performed poorly in the Siege of Gifu, Shingen was able to march successfully on the capital. That means you are striking him while he is deeply entrenched in his position. You start out this mission assisting three of your officers on the front lines who are getting pounded by Shingen's troops.



### ASSIST THE KAGEIE KAKIZAKI ARMY!

One of the three armies you must assist is Kageie Kakizaki's. He is located in the map's center and is the closest to you. As soon as the level starts, begin running northeast toward the map's center. To successfully assist Kageie, you must kill the officers around him. In this case, it is Nobufusa Baba and Nobushige

Oyamada. After you kill these two, you fulfill your objective. You can leave Kageie alone at that point, but if lots of enemy troops are still surrounding him, you should whittle down their numbers so Kageie doesn't die while you are helping others.



### ASSIST THE SADAMITSU USAMI ARMY!

Hop onto Nobufusa's horse for added mobility. Ride quickly to the west, where Sadamitsu is being attacked by Masatoyo Naito and his lieutenant Nobukimi Anayama. You must defeat both of them to successfully assist Sadamitsu. Strike quickly before Sadamitsu's army loses too many men.

## Yukimura

While here, you might also run into Yukimura Sanada, who starts out in the northwest but makes his way south to fight your armies. Kill him as soon as you see him, because he is powerful and easily kills your officers if he finds them.



### ASSIST THE YATARO ONIKOJIMA ARMY!



You should now have one officer left to assist. Hopefully, you have been moving swiftly, so Yataro is still alive. Rush across the entire map to the eastern edge. There, Yataro is being attacked by Masakage Yamagata and his second-in-command, Masatane Hara. Kill both to rescue Yataro.



### HEAD FOR THE TAKEDA ARMY'S MAIN CAMP!

This mission objective comes after you successfully assist two out of the three officers. With your army bolstered by your heroics, it is time to take the fight to Takeda. Rush his base, which is in the north. You should be relatively close, since you are in the east with Yataro. Charge up and attack. As soon as you break into the camp, though, you realize

you have been tricked. The Shingen here is a decoy. The real one is in Odami Castle, a small fortress in the map's northwest corner.

### DEFEAT ALL TAKEDA OFFICERS!



Having tricked you, Shingen brings in reinforcements to crush your army. You now must ride out of Takeda's camp and attack the Takeda officers. Nothing less than totally annihilating every enemy officer results in victory now. Also, be aware that if you lose all of your own officers, you lose the entire scenario. Look at the info screen and minimap to see where all the officers are and methodically kill them. You

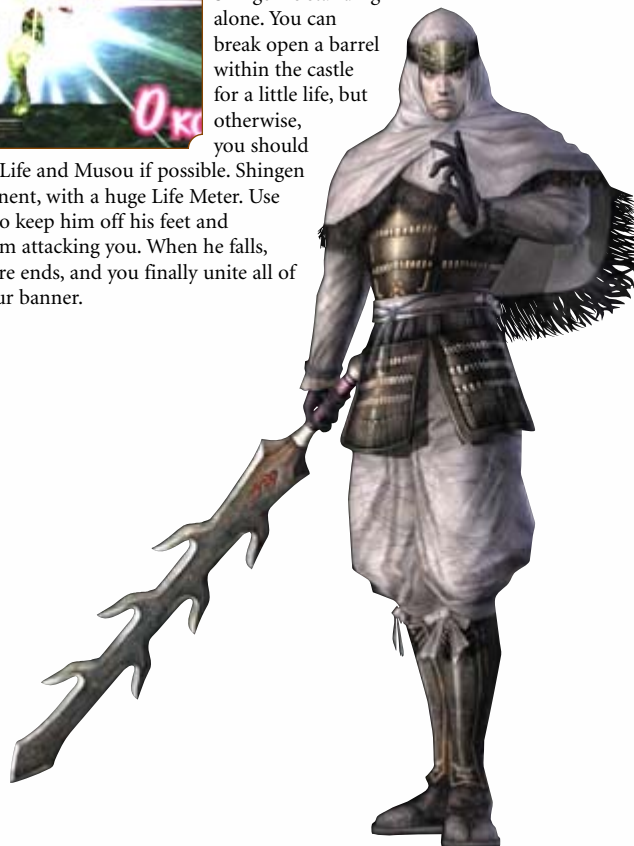
must eliminate all of the following who are still alive: Yukimura Sanada, Kunoichi, Katsuyori Takeda, Masanobu Kosaka, Masatoyo Naito, Nobufusa Baba, and Masakage Yamagata.

### ELIMINATE SHINGEN TAKEDA ONCE



### AND FOR ALL!

With all of his officers dead, you can finally take down Shingen. The gate into Odami opens and you can run in. Shingen is standing alone. You can break open a barrel within the castle for a little life, but otherwise, you should go in with max Life and Musou if possible. Shingen is a tough opponent, with a huge Life Meter. Use combo attacks to keep him off his feet and prevent him from attacking you. When he falls, the era of warfare ends, and you finally unite all of Japan under your banner.







# Mitsuhide's Tale

## Defense of Inabayama Castle



### Missions

- Defeat the enemy advance force!
- Defeat enemy unit by the storehouse!
- Take Sunomata Castle, and silence its cannons!
- Defeat all Oda officers!
- Prevent Hanbei Takenaka's revolt!



### DEFEAT THE ENEMY ADVANCE FORCE!

Travel west from your camp to defeat the advance forces led by Narimasa Sassa and Katsuei Shibata. Both officers have supporting armies, but they are not a factor in these quick victories.



### DEFEAT ENEMY UNIT BY THE STOREHOUSE!

Return to the camp and eliminate Koroku Hachisuka, who is attacking the storehouse. Defeat the Reserve Captain at the same time to seal the stronghold.



### TAKE SUNOMATA CASTLE, AND SILENCE ITS CANNONS!

Approach Sunomata Castle from the east and attack Nobumori Sakuma. Shortly after Hideyoshi begins his bombardment of Inabayama Castle, the Sunomata front gate swings open. Enter the castle and defeat Hideyoshi to silence the cannons.

### PREVENT HANBEI TAKENAKA'S REVOLT!



Travel north to Inabayama Castle to stop Hanbei Takenaka's revolt. Now, you must turn your focus to the remaining Oda commanders. Remember to leave Nobunaga for last.

### DEFEAT ALL ODA OFFICERS!

Unless you or your army jumped the gun, Nagahide Niwa and Noh should still be operating in the vicinity of Inabayama Castle. After defeating them, move south to take on the nimble Oichi. Finally, move to the map's southeast corner and eliminate Toshiie Maeda. Clean up the remaining forces to gather power-ups for the closing battle with Nobunaga.



Nobunaga is huddled in the stronghold's far corner. Wade through his Reserve Captain and army to land your first blow. Finish off Nobunaga to seal the "Defense of Inabayama Castle."



## The Battle of Ise



### Missions

- Eliminate the fortress defense troops!
- Protect the cannon unit until it can attack!
- Protect and secure a path for the task force!
- Occupy all four enemy fortresses!
- Prevent the enemy from surrendering!
- Defeat Tomosada Hattori and secure an escape route!
- Allow the peasants to escape safely!



### ELIMINATE THE FORTRESS DEFENSE TROOPS!

Move south to destroy two of four enemy fortresses. A small Pilgrim Army mans each fortress. Defeating the officers is easy; getting around the map in time is the tough part. Grab a horse at the first fortress and gallop south and



east to another fortress at the map's southern edge. After occupying this location, Nobunaga sends Hideyoshi to attack the central fortress, giving the Oda Army an advantage.

**PROTECT THE CANNON UNIT UNTIL IT CAN ATTACK, AND PROTECT AND SECURE A PATH FOR THE TASK FORCE!**

**NOTE** YOU RECEIVE THE ORDER TO "PROTECT AND SECURE A PATH FOR THE TASK FORCE" FIRST, BUT THE TASK FORCE BEGINS MOVING IN THE MAP'S EXTREME NORTHEAST CORNER. AT THE SAME TIME, YOU RECEIVE ORDERS TO PROTECT THE CANNON UNIT, WHICH IS NEAR YOUR POSITION. HENCE, IT MAKES SENSE TO STAY WHERE YOU ARE AND SECURE THE CANNON UNIT FIRST.



Protect the area near the bridge by defeating the Pilgrim Army. Continue the attack until you receive word that the cannon unit is ready to fire.



After the cannon unit is operational, move to the central fortress and eliminate the pilgrim officer. This clears the way for Hideyoshi's task force to arrive and set fire to the fortress.

**NOTE** THE MISSION "OCCUPY ALL FOUR ENEMY FORTRESSES" COMES UP ONLY IF YOU FAIL TO SECURE A PATH FOR THE TASK FORCE.

**PREVENT THE ENEMY FROM SURRENDERING!**



Magoichi and Shoukei are heading to the Oda camp to surrender and you must stop them. Defeat Magoichi before he enters the Oda main camp. A large force accompanies the two officers, so it is easy to lose them in the crowd. Keep Magoichi in sight and eliminate him to fulfill the mission.

**DEFEAT TOMOSADA HATTORI AND SECURE AN ESCAPE ROUTE!**



Go to the map's center and look for Tomosada Hattori. Defeat him to secure a route for the retreating peasants.

**ALLOW THE PEASANTS TO ESCAPE SAFELY!**



After securing the escape route, attack the Pilgrim Army just long enough to make them retreat. Then, follow them to make sure they leave the map at the Escape Point in the map's southwest corner. With the Pilgrim Army's defeat, the Oda Army claims its victory!

## Betrayal at Honnouji



### Missions

- Defeat Ranmaru Mori and clear the south gate!
- Protect the fire attack unit!
- Eliminate Noh!
- Eliminate Oichi!
- Eliminate Nobunaga Oda!

**NOTE** BETRAYAL AT HONNOUJI IS A TRANSITIONAL BATTLE THAT SENDS THE PLAYER TO THE "A" OR "B" PATH, DEPENDING ON WHETHER NOBUNAGA ODA IS DEFEATED. THE FOLLOWING WALKTHROUGH TAKES YOU THROUGH THE DEFEAT OF NOBUNAGA, AND THEN ON TO THE "A" PATH IN "THE BATTLE OF YAMASAKI." IF NOBUNAGA ESCAPES THE MAP, YOU MOVE TO THE "B" PATH, AND "DEFENSE OF AZUCHI CASTLE."



**DEFEAT RANMARU MORI AND CLEAR THE SOUTH GATE!**

This is a confusing beginning because of mixed messages from Mitsuhide and the opening mission orders. Mitsuhide expresses serious reluctance at the thought of battling Ranmaru, but the mission order tells you to defeat him.

The reality is, Ranmaru Mori is all but invincible at Honnouji because his Life Meter continually regenerates until the time limit runs out for his demise. Hence, we recommend staying well south of Ranmaru's position and waiting for the fire unit's arrival.





An enemy Reserve Captain provides the early resistance, but eventually, Ranmaru Mori joins the fight. This is the critical time—you must continually attack Ranmaru to keep him from destroying Spy Leader. Hold off the enemy until you see flames rising from Honnouji.

## PROTECT THE FIRE ATTACK UNIT!

The fire attack unit first appears in the map's southwest corner and moves slowly northeast toward the fire point (marked by a blue "X"). Go to the officer of the fire unit, Spy Leader, and protect him from a series of attacks.



## ELIMINATE NOH!

As the fires spread through Honnouji, all four gates swing open. Nobunaga Oda and Noh are preparing their escape. If you can locate Noh quickly, eliminate her to fulfill the mission. But, don't take too long, or Nobunaga will have a head start in his rush to the Escape Point in the map's southeast corner. You have a short period of time in which to defeat Noh, so don't hold back.

## NOTE

THE SOUTHEAST ESCAPE POINT IS SPECIFIC TO OUR PLAYING EXPERIENCE. NOBUNAGA ANNOUNCES HIS PATH DURING THE BATTLE, SO THE ESCAPE POINT LOCATION MAY VARY.

## TIP

DON'T WASTE TIME FIGHTING RANMARU MORI. YOU ALREADY MISSED THE MISSION, AND IT IS NOT WORTH THE TIME IT TAKES TO DEFEAT HIM.



## ELIMINATE OICHI!

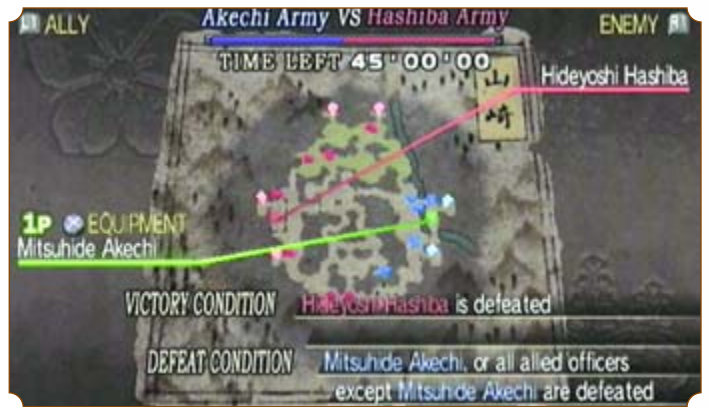
When you find Oichi, check Nobunaga's proximity to the Escape Point. If he still has a long distance to travel, stop and eliminate Oichi. However, if Nobunaga is close to leaving the map, leave Oichi to her silly dances and run back to Nobunaga.

## ELIMINATE NOBUNAGA ODA!



Monitor Nobunaga's progress as he moves south along the map's eastern edge. With Noh out of the way, concentrate on Nobunaga. This is a desperate fight, especially if you are hoping for the "A" scenario path. Attack Nobunaga aggressively, because you probably have to deal with Ranmaru at the same time. Try not to get distracted from the job of defeating Nobunaga.

## The Battle of Yamasaki



## Missions

- Defeat defense's unit and seal the enemy camp's gate!
- Defeat the enemy army and rescue Masachika Matsuda!
- Defeat enemy at the summit, and occupy Mt. Ten-oh!
- Defeat Nagahide Niwa's unit!
- Defeat Keiji Maeda and rescue Sadayuki Atsuji!
- Subjugate the peasant militia!
- Clear the cave as quickly as possible!
- Rescue the Tsuda forces and defeat the Kuroda Army!



## DEFEAT DEFENSE'S UNIT AND SEAL THE ENEMY CAMP'S GATE!

Hop on your horse and charge west across the bridge to the enemy camp gate. Defeat the defense force consisting of Kazuuji Nakamura, Nagayori Hara, and several Defense Captains.



## DEFEAT THE ENEMY ARMY AND RESCUE MASACHIKA MATSUDA!

Get back on your horse and gallop south to face the first of two enemy armies. Kyohide Nakagawa is the first officer you encounter on the western path. Next is Shigetomo Takayama. When he falls, the mission is complete and Masachika is a free warrior.

## DEFEAT ENEMY AT THE SUMMIT, AND OCCUPY MT. TEN-OH!



Race to the summit and wipe out Hidemasa Hori's army. Within five minutes from the mission's beginning, you must remove all enemy troops from the top of Mt. Ten-oh. This allows you enough time to race down the mountain to your next target, Nagahide Niwa.





## DEFEAT NAGAHIDE NIWA'S UNIT!

Nagahide Niwa's army is located in the map's southwest corner. Defeating him triggers peasant troops to appear in the cave in the northwest corner. The "Subjugate the peasant militia" mission is described in the table below.

## Qualifying Missions

The following table describes several missions in the "Battle of Yamasaki" scenario that only appear if you meet specific conditions.

Mission	Qualifying Conditions	Requirements for Success	Failure
Subjugate the peasant militia Clear the cave as quickly as possible	Defeat Nagahide Niwa Before completing mission 3, advance to the northeast	Defeat the leader of the peasant militia (located at the tail end of the militia) Within 1 minute after the beginning of mission 7, penetrate into the cave	Peasant militia leader penetrates the cave More than 1 minute passes without satisfying success conditions; or, advance from the cave to the south without satisfying objective
Rescue the Tsuda forces and defeat the Kuroda Army	Fail mission 3, do not complete mission 6; Kanbei Kuroda is in good health; Nobuharu Tsuda advances to the center of the northern part of the battlefield; Hideyoshi's instant movement has not occurred	Defeat Kanbei Kuroda	Tsuda Nobuharu is defeated



## DEFEAT KEIJI MAEDA AND RESCUE SADAYUKI ATSUJI!

Go to the middle of the map's eastern edge to rescue Sadayuki Atsui from his difficult battle with Keiji Maeda.



Now all that is left is to eliminate Hideyoshi Hashiba, who is waiting patiently in his camp just west of the map's center. If you have been busy eliminating other enemy officers as you see them, the camp should be all but deserted, except for Hideyoshi. Finish him off to win the "Battle of Yamasaki."

## Gifu Infiltration

### Missions

- Eliminate the enemy ninja unit!
- Eliminate Hanzo Hattori!
- Eliminate Magoichi Saika!
- Eliminate Goemon Ishikawa!
- Eliminate Ranmaru Mori!

## NOTE

### HIDEYOSHI'S INSTANT MOVEMENT:

BEFORE THE END OF MISSION THREE THERE WILL BE AN EVENT IF THE PLAYER CHARACTER (MITSUhide) ADVANCES TO A CERTAIN PLACE ON THE BATTLEFIELD, AND IF IT IS DURING MISSION ONE OR THREE, THEN YOU WILL FAIL THE MISSION; IF IT HASN'T HAPPENED YET, THEN MISSIONS TWO AND THREE WILL NOT APPEAR.



## ELIMINATE THE ENEMY NINJA UNIT!

Fight through a crowd in the opening hallway, then follow a series of twists and turns over several floor traps until you reach double doors heading north. Fight Narimasa Sassa in the next room.

Go east until you reach a large room filled with ninja. You must eliminate the entire unit, which is no easy task because they are bouncing off the walls. Use a Musou attack to stun several at a time, then go back to mop up.



## ELIMINATE HANZO HATTORI!



After eliminating the ninja unit, Hanzo Hattori bursts on the scene. Roll away from his attacks and hit him with combinations from behind for a relatively easy victory.





Continue moving east as you work your way to the map's northeast corner, and the stairway to the second floor. Watch out for the floor trap just before the double doors that lead to the stairs.

## ELIMINATE MAGOICHI SAIKA!

Exit the opening room to the left and watch for spiked logs that come crashing down from above. After exploring the first hallway, travel west into a parallel room filled with Saika's Muskets. They can do serious damage if you stay in one place, or even walk in a straight line. Evade the bullets by rolling and running diagonally across the room.



After exploring, fighting, and foraging for power-ups in the middle of the map, go west, where you encounter Shigetomo Suzuki and friends. Muskets are a serious threat on this floor, but they leave behind Life power-ups, so don't avoid them.

**TIP** WATCH FOR FLOOR SPIKES AROUND MANY CORNERS.



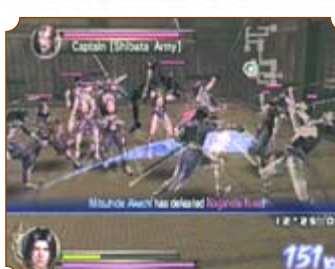
A key access point to the map's northern areas is in the room pictured here. Go through the double doors and dodge more musket bullets as you continue north to the map's edge.



Go east down a long hallway filled with traps, but don't go up the stairs, because a floor trap is on the other side. Go left, just before the stairs, and continue through two sets of double doors. Turn right, then right again and go through the double doors (watch out for the floor spikes) to reach Magoichi.



Magoichi wields a mean rifle, whether swinging it at your head or firing off a few rounds. Charge attacks are effective when followed by in-close fighting. Don't stay around the room's perimeter where Magoichi can get you in his sights. After striking the final blow, go up the stairs to the third floor.



rushes in, so get ready for a massive fight after defeating Nagahide.



Turn left, avoid the floor spikes, and battle one more line of muskets before reaching the room that leads to Goemon.



## ELIMINATE GOEMON ISHIKAWA!

Take the first left and follow the stairs to reach a torturous hallway. Fortunately, you can avoid the spikes by running down the middle of the room. After you clear the spikes, move quickly from room to room as you explore the map's western third. You encounter only regular army troops until you run into Nagahide Niwa. The Shibata Army

Stay in the map's lower portion to find a hallway leading east. Battle Kazumasu Takigawa, Katsue Shibata, and their armies, before exiting through the double doors. Go back and forth to find an eastbound hallway, then follow the double doors to reach another hallway lined with windows.



Go straight to the far wall to open the panel to Goemon's room. Charge in and start swinging at this behemoth. Try not to get pushed back into the outer room, or you must deal with a horde of enemies. Finish off Goemon to gain access to the fourth floor and your final battle with Ranmaru.

## ELIMINATE RANMARU MORI!

Unlike Goemon, Ranmaru has considerable fighting skill, and his combination attacks seem to go on forever. Stay away from the walls, or you risk getting nailed by the hidden spikes. Keep hammering away until Ranmaru's Life Meter runs dry and you earn a victory for the Akechi Army.

## Alternative Scenarios

The following scenarios are in the "B" path. You follow this path after failing to eliminate Nobunaga Oda in "Betrayal at Honnouji."



## Defense of Azuchi Castle



### Missions

- Eliminate the enemy fire attack unit!
- Prevent enemy's unit from clearing the castle gate!
- Do not let the enemy Spear Cannon clear the gate!
- Keep the Oda Army away from the tower!
- Defeat the Oda units inside the castle!
- Thwart enemy's fire attack!
- Keep Nobunaga Oda's unit away from the tower!

### ELIMINATE THE ENEMY FIRE ATTACK UNIT!



Catching up with the fire attack units, Kazumasu Takigawa and Nobutada Oda, is tricky. The best way to deal with them is to intercept them as they move through the castle gates. Chase them down and eliminate both officers before they start fires in the inner keep.

### NOTE

IF YOU FAIL THIS MISSION, AND BOTH KAZUMASU AND NOBUTADA ARE STILL ALIVE AFTER TWO AND A HALF MINUTES, YOU HAVE THE OPPORTUNITY TO THWART ANOTHER FIRE ATTACK.



### DO NOT LET THE ENEMY SPEAR CANNON CLEAR THE GATE!

After clearing the gates, stay on the castle's east side until you receive orders to stop the Spear Cannon. Slip behind the cannon and eliminate its operator.



### PREVENT ENEMY'S UNIT FROM CLEARING THE CASTLE GATE!

Make sure that you intercept Hideyoshi Hashiba before he reaches the front of the Azuchi Castle gate. If he advances north of the gate, the mission fails.

However, to complete this mission, you must defeat Katsuie Shibata before he advances north of the gate.



### KEEP THE ODA ARMY AWAY FROM THE TOWER!

Eventually, you need to keep Nobunaga Oda from reaching the tower. However, the game ends if any of Nobunaga's officers reach the tower before him. Make sure you eliminate Hideyoshi Hashiba, Katsuie Shibata, and Nagahide Niwa before they make their moves.

### NOTE

THE ORDER OF COMPLETION MAY VARY DEPENDING ON YOUR PATH THROUGH THE CASTLE GROUNDS. DON'T TRY TO FOLLOW THE EXACT ORDER, OR IT WILL BE DIFFICULT TO COMPLETE ALL THE MISSIONS.

### DEFEAT THE ODA UNITS INSIDE THE CASTLE!



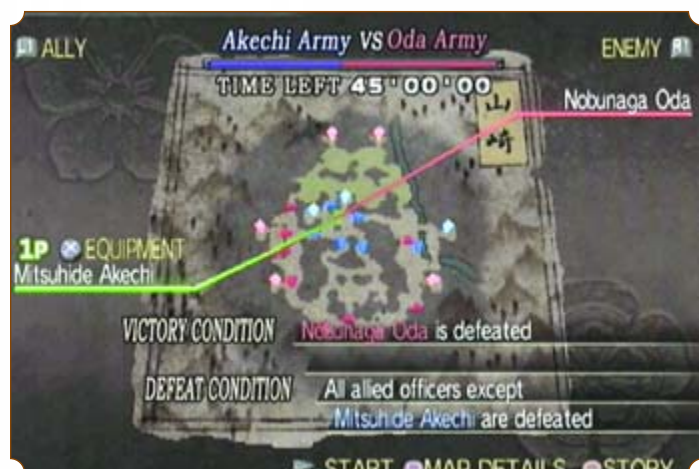
When you pass through the giant Azuchi Gate, the gates come down, trapping you inside. You must eliminate the majority of enemies inside to open the gates and clear the mission. Watch out for the muskets against the far wall.

### KEEP NOBUNAGA ODA'S UNIT AWAY FROM THE TOWER!



This is a tough battle, thanks to a large enemy army and Ranmaru Mori, who shadows Nobunaga Oda during his march to the tower. If possible, dispose of Ranmaru first, but if they are too close together, alternate your attacks so that neither enemy can get the upper hand. Defeat Nobunaga to win the "Defense of Azuchi Castle."

## The Battle of Yamasaki





## Missions

- Do not allow the Oda Army to clear the east gate!
- Do not allow the Oda Army to clear the west gate!
- Eliminate all ambush parties inside the cave!
- Eliminate Hideyoshi Hashiba and defend the east gate!
- Do not attack Ranmaru Mori! Endure as long as you can!
- Stop Nobunaga before the attack starts!

### DO NOT ALLOW THE ODA ARMY TO CLEAR THE EAST GATE!



Take a quick look at the map before the fog settles in, then travel east to defend the gate. When you reach the gate area, Narimasa Sassa attacks on horseback. He is tough to corral. Knock him down, then fend off his army while you battle the enemy officer. Defeat Narimasa to clear the mission.

### DO NOT ALLOW THE ODA ARMY TO CLEAR THE WEST GATE!



The fog is still thick, but you can see enough to travel due west to reach the other gate. Like Narimasa, Kazumasu Takigawa has a large army in tow, so you must attack with intensity, using combinations to wade through the crowd and defeat Kazumasu.

### ELIMINATE ALL AMBUSH PARTIES INSIDE THE CAVE!



Five ambush parties attack inside the northern cave at various intervals, so stay in the area for a time to respond to the uprisings as they occur. Travel north to reach the cave and fight quickly, using Musou attacks to eliminate multiple enemies at a time. This is a grueling mission, so be patient, and clear out all ambush parties.

## NOTE

ENTER THE CAVE FROM EITHER THE WEST OR EAST SIDE. THE CENTER ACCESS IS BLOCKED.

### ELIMINATE HIDEYOSHI HASHIBA AND DEFEND THE EAST GATE!



This mission appears while you are still fighting inside the cave. You have time left to keep fighting, but don't stay in the cave too long. You can go back to mop up after disposing of Hideyoshi. Travel north and then east. You can stop to fight Nobumori Sakuma and Toshiie Maeda along the way, but don't spend much time on the gate's west side. Continue east to intercept Hideyoshi before he passes through the

gate. Hideyoshi's army is massive. Knock him away from the crowd to make your attacks easier.

### DO NOT ATTACK RANMARU MORI! ENDURE AS LONG AS YOU CAN!



If necessary, go back to the northern cave and defeat the remaining ambush parties. Then, return to the south to find Ranmaru near the summit. A large army accompanies him, and he is looking for a fight. But, to complete this mission, you must avoid fighting Ranmaru until he comes around to

Mitsuhide's way of thinking. When Ranmaru's Life Meter color changes from red to blue, your mission is complete.

### STOP NOBUNAGA BEFORE THE ATTACK STARTS!



Now it is time to confront Nobunaga. Go west to reach the enemy camp and look for Nobunaga in the tent. You can stop to fight Nagahide Niwa outside the camp, but you must defeat Nobunaga before Shigetomo Akechi falls, so don't get sidetracked. Endure Nobunaga's flying attacks long enough to wear him down and secure the final victory for the Akechi Army.







## Magoichi's Tale

### The Battle of Ise



#### Missions

- Defeat the enemy cannon unit!
- Escort Shoukei to the Oda main camp!
- Defeat Ranmaru Mori's unit and secure an escape route!
- Help the peasants retreat from the battlefield!
- Get closer to Nobunaga Oda to snipe him!



#### DEFEAT THE ENEMY CANNON UNIT!

Advance to the map's southeast corner and defeat Yoshitaka Kuki's cannon unit.

#### NOTE

THIS MISSION COMES UP AGAIN IF YOU FAIL ON YOUR FIRST ATTEMPT.



#### ESCORT SHOUKEI TO THE ODA MAIN CAMP!

After eliminating the cannon unit, go to Shoukei in the middle of the map (your main camp). After Nobunaga sets fires throughout the city, Magoichi urges Shoukei to plead for forgiveness from Nobunaga. Follow Shoukei when he moves toward the Oda main camp, and eliminate enemy resistance in his path. Your most challenging opponents

are Keiji Maeda and Nagahide Niwa, who storm in on horseback. After defeating Niwa, the main gates to the Oda camp swing open and the mission is fulfilled. Alas, Nobunaga rewards Shoukei's gesture with an execution.

#### NOTE

AFTER AN ATTACK, SHOUKEI DOES NOT RESUME HIS JOURNEY UNTIL EVERY ENEMY UNIT HAS BEEN ELIMINATED.

#### DEFEAT RANMARU MORI'S UNIT AND SECURE AN ESCAPE ROUTE!



The peasants flee in terror, but Ranmaru Mori rushes to block their escape route. Grab a horse and gallop to the map's southwest corner to face Mori. If you go through the camp along the map's southern edge, you face Mitsuhide Akechi. Fighting him (or any other enemies) is optional; go straight to the Escape Point.



#### HELP THE PEASANTS RETREAT FROM THE BATTLEFIELD!

Shortly after defeating Mori, the map shows three peasant armies under attack by Nobunaga's troops. Go to the closest battle and lend your support. You should receive notice that the peasants have safely left the battlefield. Keep fighting until you receive your final mission.



#### GET CLOSER TO NOBUNAGA ODA TO SNIPE HIM!

Travel across the map's middle to reach Nobunaga's camp in the northeast corner. Plenty of enemy opposition exists all along the route, and inside the camp. When you get close enough to Nobunaga, a cutscene shows Magoichi taking aim and firing a shot. The bullet

misses its mark, but Nobunaga gets the message loud and clear.

After the successful sniping, continue fighting until you receive word that the peasant militia has escaped safely. Stop fighting and proceed to the Escape Point in the map's southeast corner. As Magoichi leaves the battlefield victoriously, he admits that he may have underestimated Nobunaga.



### Yamasaki Crossfire





## Missions

- Defeat the Oda advance force!
- Snipe Nobunaga Oda from afar!
- Defeat the Oda Army's second wave!
- Eliminate Hideyoshi and stop the enemy advance!
- Eliminate Mitsuhide and stop the enemy advance!
- Eliminate Keiji Maeda and stop the enemy advance!

### DEFEAT THE ODA ADVANCE FORCE!



The Oda advance force appears on the map even before the mission appears. Hop on the horse and gallop straight ahead to intercept Kazumasu Takigawa. The advance force is spread out from north to south, so move to eliminate all three officers. After Takigawa, move north and defeat Katsuei Shibata. If you want to finish off the advance force now, go south to intercept Nagahide Niwa.

## NOTE

WHILE YOU ARE ATTACKING THE ADVANCE FORCE, MAGOICHI MENTIONS THAT IT IS A GOOD TIME TO GO AFTER NOBUNAGA. THIS MISSION WILL PROBABLY APPEAR AFTER DEFEATING SHIBATA. WE RECOMMEND GOING TO NOBUNAGA FIRST (SEE NEXT MISSION) AND THEN MOPPING UP THE FINAL ADVANCE FORCE.



### SNIPE NOBUNAGA ODA FROM AFAR!

Travel north and then east along the map's top edge. This is desolate country filled with enemy armies, but now is not the time to stop and fight. You must approach Nobunaga from the north. When you reach the opening of the cave (look for the timber walls), get off your horse and walk up to, but not past, the wood plank on the floor. Use your

ranged weapon to snipe Nobunaga. The shot knocks Nobunaga off his horse, completing the mission.

## NOTE

NOBUNAGA RUSHES MAGOICHI AFTER THE SHOT, BUT WE DON'T RECOMMEND ENGAGING MAGOICHI HERE, UNLESS YOUR CHARACTER SKILLS ARE AT A HIGH LEVEL. IF YOU'D RATHER NOT COMPLETE THE REMAINING MISSIONS, YOU CAN END THE BATTLE HERE BY DEFEATING NOBUNAGA.

### DEFEAT THE ODA ARMY'S SECOND WAVE!



The second wave advances from the east, and you have a great deal of ground to cover. Go after Toshiie Maeda's army first, because he is the closest to the Honganji main camp. Go north to defeat Narimasa Sassa, then stop Nobumori Sakuma as he approaches from the south.

## NOTE

DEPENDING ON YOUR POSITION, YOU MAY NOT HAVE ENOUGH TIME TO REACH ALL THREE OFFICERS. THERE IS EVEN LESS TIME TO STOP THIS ADVANCE THAN THE FIRST ONE.



### ELIMINATE HIDEYOSHI AND STOP THE ENEMY ADVANCE!

Hideyoshi attacks from the north and a large advance force precedes him. Bypass the lead elements and go for Hideyoshi, who arrives on horseback.



### ELIMINATE MITSUhide AND STOP THE ENEMY ADVANCE!

Go south along the map's western edge to meet Mitsuhide in the southwest corner. When your opponent breathes his last breath, you receive word that Keiji Maeda is heading for Honganji.



### ELIMINATE KEIJI MAEDA AND STOP THE ENEMY ADVANCE!

Keiji moves quickly toward Honganji, so you must hurry to intercept him. He arrives with a large army, and Nobunaga is not far behind, so this is a difficult fight. Don't hesitate to retreat and replenish your Life Meter.



Before engaging Nobunaga, go to Honganji and make sure Kenryo Honganji is safe. However, if Nobunaga is close by, defeat him before he reaches the Clear Point on the Honganji camp's north side. When Nobunaga falls, claim victory for the Honganji Army.

## The Battle of Echizen





## Missions

- Eliminate Katsui Shibata and Nobumori Sakuma!
- Snipe Mitsuhide Akechi from afar!
- Aid the Ikko rebels' withdrawal!
- Hide from Hanzo Hattori!
- Snipe Nobunaga Oda from afar!
- Hurry to the Escape Point!
- Eliminate the entire Oda Army!



### ELIMINATE KATSUIE SHIBATA AND NOBUMORI SAKUMA!

Travel southwest from your opening position to find Katsui first and then Nobumori. Despite large supporting casts, they are the weakest officers you encounter on this map, so you should defeat them quickly.

### SNIPE MITSUhide AKECHI FROM AFAR!



You must follow a specific path to the sniping point, or Akechi's army will alert Mitsuhide of your presence. Approach Mitsuhide from the map's extreme eastern edge, following an elbow that juts out to the east and then back to the south. If you travel down the river, slightly to the west, enemy troops will spot you. At that point, the only way to finish the mission is to immediately defeat every enemy officer on the map.



Edge up the hill just far enough to get Mitsuhide squarely in your sights. An accurate shot knocks him off his horse and sends the Oda camp into a panic.

### AID THE IKKO REBELS' WITHDRAWAL AND HIDE FROM HANZO HATTORI!

After a successful sniping, you must still avoid detection as you work your way toward the Ikko rebels. Retrace your path along the map's eastern edge. During your stealthy journey, Mitsuhide assigns Hanzo Hattori to track down Magoichi. You must avoid detection until Hanzo returns to the main camp without finding you. To accomplish this, you must not only avoid Hanzo, but steer clear of any Akechi troops. If Hanzo catches you, defeat him within one minute to salvage the battle.

When one of the rebels makes it safely off the map, the mission is satisfied. There is no need to defend the remaining rebels who are attacked.



## NOTE

IF YOU SATISFY THE FOLLOWING CONDITIONS, YOU HAVE ANOTHER OPPORTUNITY TO SNIPE NOBUNAGA

ODA FROM AFAR:

- While in Musou mode, succeed at missions three and four
- While in Musou mode, succeed at missions three and five



Last, and certainly not least, is Mitsuhide Akechi, whom is in the map's southeast corner. Defeat Mitsuhide to win "The Battle of Echizen."

### ELIMINATE THE ENTIRE ODA ARMY!

Check your map screen to see the location of the remaining Nobunaga officers. Use a horse here, because you will go back and forth across the map.



## Hurry to the Escape Point!

You can also win the battle without defeating Mitsuhide Akechi by reaching the Escape Point. However, the following two conditions must be met:

- The mob withdraws
- Eliminate the entire Oda Army

## Skirmish at Kyoto



## Missions

- Occupy all enemy strongholds in the south!
- Thwart the Oda Army's fire attack!
- Snipe Nobunaga Oda from afar!
- Eliminate Nobunaga Oda!



### OCCUPY ALL ENEMY STRONGHOLDS IN THE SOUTH!

At the start, go south to the first of three strongholds. Defeat the Reserve Captain, then travel to the map's south-east corner to the second stronghold location. Finally, secure the third stronghold to the north and west. Many enemy officers roam the streets,

but do not engage them until you have secured all strongholds.



## THWART THE ODA ARMY'S FIRE ATTACK!

A horse makes this mission easier because you cannot travel easily across the map's middle, as Honganji Temple is in the way. Gallop north along the map's eastern edge and then travel west until you run into the Spy Leader who intends to set the city afire. Dismount when you see your target, because the Spy Leader is a nimble ninja. Defeat him before he reaches the fire point.



must complete the attack before Nobunaga and Kennyo have their meeting.

## SNIPE NOBUNAGA ODA FROM AFAR!

This mission does not appear unless you go to the temple, follow Kennyo off the temple grounds, and go into Musou mode while near Kennyo. When the mission appears, go to the sniping point (marked by a blue "X") and snipe Nobunaga from afar. Don't let Nobunaga discover you before sniping him. You



gunshots. If you give Nobunaga any time to recover, his counterattacks are brutal.

## ELIMINATE NOBUNAGA ODA!

This mission appears whether or not you trigger the sniping mission or the sniping attempt is successful. Nobunaga is well-guarded by Nobutada Oda and a vast army, including the deadly Strike Ninja. When Nobunaga comes sweeping in on horseback, knock him down and keep pounding him with strikes and

Defeat Nobunaga to earn a victory for the Hōganji Army.



## Alternative Scenarios

If you successfully snipe Nobunaga, thwart the fire attack, and defeat Nobunaga, you proceed to the "Azuchi Infiltration" scenario. If you fail any of the missions, Magoichi's Tale ends with "Skirmish at Kyoto."

## Azuchi Infiltration

### Missions

- Snipe Nobunaga Oda from afar!
- Eliminate Hanzo Hattori!
- Ascend to the top without harming Oichi!
- Defeat Keiji Maeda!
- Ascend to the top without harming Noh!

## SNIPE NOBUNAGA ODA FROM AFAR!



Warm up against the enemies in the great hall and then enter the doorway on the left. Negotiate the floor traps, go up the stairs, and turn left. Roll beneath the pendulum blades and continue to the end of the hall. Go through the double doors on the right.



Plenty of early action occurs on this floor, so you have ample opportunity to maintain your Life Meter and add Musou power-ups (smash the barrel for an easy one). When the room is clear, exit through the other doorway and dodge more pendulum blades.

### NOTE

WHEN MAGOICHI SENSES THE PRESENCE OF NOBUNAGA, SLOW DOWN SO THAT YOU DON'T MISS YOUR UPCOMING SHOT.



Follow the path through the next room, and pause when you reach the hallway and receive word that Nobunaga has been sighted on the other side. Move just far enough into the large room to see Nobunaga. Take careful aim and shoot. If you connect, Nobunaga and his guards escape the floor.

Follow the map's northern edge as you travel east to the staircase. Continue to the second floor.



## ELIMINATE HANZO HATTORI!



Hanzo Hattori is waiting when you reach the second floor. Defeat him, then continue south until you are west of the next staircase (the blue square on the map).

Avoid a cluster of floor traps as you follow the double doors north, then back to the south to reach the stairs.



## ASCEND TO THE TOP WITHOUT HARMING OICHI!

Go through the double doors into a large room. Collect the Speed power-up in the corner, battle (or avoid) the muskets, then exit through the double doors.







The next room is loaded with enemies. With your Speed power-up you can fly right through the crowd, or you can stop and fight. When you reach the large hallway, Oichi is straight ahead, standing in the middle of a blade trap. Look for the stairway to the fourth floor.

## TIP

THE EASIEST WAY TO AVOID INFLECTING ACCIDENTAL DAMAGE TO OICHI IS TO ROLL AWAY WHENEVER SHE GETS TOO CLOSE.



Go past Oichi through the double doors, then pass through another set of doors on the right. Turn left past the spike trap, then veer slightly to the left and go through the double doors.



Travel north along the map's eastern edge, avoiding Oichi as you go. This is difficult when she runs in a crowd. Turn back to the west and run through a large room, where you confront Nagahide Niwa and Hidemasa Hori. After putting them out of their misery, go straight through the double doors.



After battling and collecting power-ups, look for double doors along the map's southern edge (as shown). This is the key access point for your exit path. Go through the doors, follow the hallway, and continue through another set of doors. Leave the room through the second set of double doors on the right.

Follow the double doors north until you find a large chamber, west of the staircase to the fourth floor (the blue square on the map). Find the staircase on the room's left side and begin your ascent to the top. The stairs are filled with a steady stream of enemies, so watch your Life Meter.



Continue up the stairs as you circle around to the right. When you reach the top, turn left and continue up the staircase to the fourth floor.



## DEFEAT KEIJI MAEDA!

Go through the first doorway, turn right, then keep going to the right, through a series of double doors. Keiji Maeda is waiting in a large room.

While battling Keiji, watch out for his ninja friends who like to smack you when you are airborne.



Continue moving west, where you encounter heavy resistance, including Nobutada Oda. Battle your way through a large hall and find the narrow, north-bound hallway on the map's western edge. Fight through one more enemy squad to reach the staircase to the fifth floor.

Go north to the map's edge where you find waves of muskets and ninja to fight, leaving you a rich bounty of Attack and Defense power-ups. After exploring the rooms and collecting power-ups, go back south through a narrow hallway. Go through the first set of double doors on the right.



## NOTE

IF YOU PAUSE BEFORE GOING UP THE STAIRS, WAVE AFTER WAVE OF ENEMIES POUR INTO THE ADJACENT ROOM. THIS IS A GOOD PLACE TO REPLENISH YOUR LIFE METER AND GATHER POWER-UPS FOR THE REMAINING BATTLES.

## ASCEND TO THE TOP WITHOUT HARMING NOH!



You know the drill. This time you must keep your weapon away from Noh. Go north from the start, then east, as you navigate enemy troops and floor traps. Noh introduces herself by knocking you off your feet. That's as close as you want to get.



Unlike the previous maps, the path is straightforward, without many dead ends. Load up your Life Meter before heading up the stairs for your final battle with Nobunaga.

## ELIMINATE NOBUNAGA ODA!



Nobunaga has only a handful of guards, so you can focus on your archenemy. Defeat him to close the book on Magoichi's Tale!





# Shingen's Tale



## The Battle of Kawanakajima



### Missions

- Attack the advance units and deceive the enemy!
- Protect the main camp from the Uesugi Army's assault!
- Eliminate Kenshin Uesugi!

#### ATTACK THE ADVANCE UNITS AND DECEIVE THE ENEMY!



Leave your camp and attack Shingenaga Honjo's army to the south. Although there is another enemy target northwest of Honjo's position, the diversion will succeed if you attack and eliminate Honjo. After fulfilling the mission objective, you can attack other enemy units in the map's middle.

**TIP** WHILE BATTLING, NOTE YOUR POSITION ON THE MAP. A THICK FOG SOON DESCENDS ON HACHIMANBARA, LEAVING ONLY A SMALL SECTION OF THE MAP VISIBLE AT THE START OF YOUR NEXT MISSION.



#### PROTECT THE MAIN CAMP FROM THE UESUGI ARMY'S ASSAULT!



Knock Kagetsugu Amakasu from his mount and use the horse to race back to your main camp at the map's northern edge.



Charge through the Kakizaki and Kitajo armies to reach Kagenobu Uesugi's force, just south of the main camp.



#### ELIMINATE KENSHIN UESUGI!

Kenshin Uesugi and his army retreat to Zenkouji, west of your main camp. There is no direct route to Zenkouji, so you must go south, west, and then wrap around to the north. Your horse gets you there quickly. When you reach the camp, Kenshin Uesugi charges out on horseback, and the battle begins.

Stay on your horse for as long as possible, then engage Kenshin Uesugi on the ground. Kenshin is more bark than bite, and you should defeat him easily with a sustained attack.

### TIP

WHEN YOU ARE IN A CROWD, USE YOUR HORSE TO STOMP ENEMY SOLDIERS.



## Odawara Infiltration

### NOTE

CASTLE MAPS HAVE CERTAIN ELEMENTS THAT RANDOMLY CHANGE EACH TIME YOU PLAY THE LEVELS. HENCE, WE DO NOT INCLUDE MAPS FOR EACH FLOOR. OUR WALKTHROUGHS FOLLOW TYPICAL PATHS THROUGH THE CASTLE LEVELS, BUT YOURS MAY VARY.

### Missions

- Eliminate Hanzo Hattori!
- Eliminate Hanzo Hattori!
- Eliminate Masamune Date!
- Eliminate Kenshin Uesugi!
- Eliminate Ujimasa Hojo!

#### ELIMINATE HANZO HATTORI!



The opening chamber of the castle consists of a series of bridges and waterways. Fight your way across the first bridge, and then explore the main room, collecting Weapon and Speed power-ups as you battle from one side of the room to the other.



A room in the southwest corner takes you to a hallway that leads north along the map's western edge. Leap over the spike trap and look for a small room on the left that contains a Musou power-up.

### TIP

SPIKE TRAPS ARE HIDDEN UNTIL YOU STEP ON THE TRAP. THERE IS A TRIGGER SOUND AND A BRIEF DELAY BEFORE THE FLOOR SLIDES BACK, REVEALING THE SPIKES BELOW. IF YOU RESPOND QUICKLY, YOU CAN LEAP TO SAFETY BEFORE DROPPING ONTO THE SPIKES.







Look for a long bridge just to the east. As you walk across the bridge, it collapses, dropping Shingen into the water. Keep running through the water, then jump back onto the floor when you reach the other side.

## NOTE

YOU CAN ALSO ACCESS THE COLLAPSING BRIDGE FROM A SMALL ROOM, NORTH OF THE OPENING CHAMBER.



Continue straight ahead, leap over the spike trap, and defeat the three archers guarding the door at the end of the hallway.

Go through the screen doors, turn right, then go through another set of doors. As you near Hattori's domain, he issues a deadly challenge.



Tsunashige Hojo greets you on the other side of the screen doors. As the battle begins, Hanzo Hattori appears with plenty of reinforcements.



Defeat Hattori, clear as many enemies as you can (without letting your Life Meter drop too low), and punch through the doors to the next room.

## NOTE

ALTHOUGH YOU DEFEAT HATTORI HERE, HE ISN'T REALLY DEAD. LOOK FOR A RETURN ENGAGEMENT ON THE SECOND FLOOR.



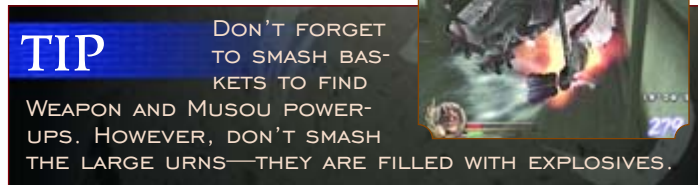
Roll under the wall spikes and continue through the doors to reach a paneled room. The staircase leading to the next level is in the adjacent room, but you might want to stick around and fight to earn some Life and Musou power-ups. When you are ready to leave, walk up the stairs to leave the floor.

Fight your way across the room, turn left, and walk toward the doors—watch out for the floor spikes!



## ELIMINATE HANZO HATTORI!

Proceed from the starting point through the screen doors, then angle off to the right through another set of doors. Warm up Shingen's fan as you clear the room of Hojo warriors.



## TIP

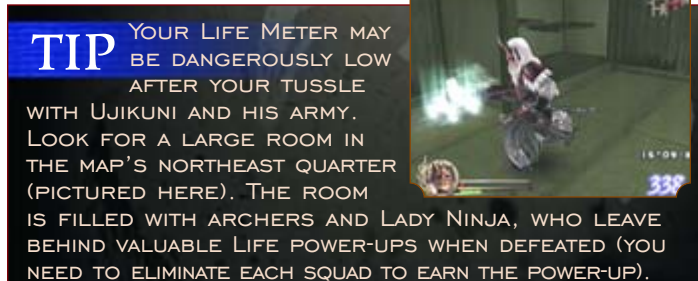
DON'T FORGET TO SMASH BASKETS TO FIND WEAPON AND MUSOU POWER-UPS. HOWEVER, DON'T SMASH THE LARGE URNS—THEY ARE FILLED WITH EXPLOSIVES.



As you move south through the castle, watch for areas of floor bordered on all four sides with a black gutter. Stepping over the gutter triggers a snare trap. The good news is that the snare keeps your enemies out. However, if they are trapped inside with you, there's nowhere to hide. Pound on the wall to smash through the snare (the wall disappears when the Snare Meter runs down).



Explore the rooms and hallways as you move to the middle of the map, where you encounter the first Hojo officer, Ujikuni. His ninja warriors are annoying and dangerous, especially when airborne. However, they offer little resistance when standing still; don't hesitate to waste them. Finish off Ujikuni to earn a new weapon.



## TIP

YOUR LIFE METER MAY BE DANGEROUSLY LOW AFTER YOUR TUSSELE WITH UJIKUNI AND HIS ARMY. LOOK FOR A LARGE ROOM IN THE MAP'S NORTHEAST QUARTER (PICTURED HERE). THE ROOM IS FILLED WITH ARCHERS AND LADY NINJA, WHO LEAVE BEHIND VALUABLE LIFE POWER-UPS WHEN DEFEATED (YOU NEED TO ELIMINATE EACH SQUAD TO EARN THE POWER-UP).





Listen closely for the trigger of a spike trap as you explore the rooms. Jump quickly to avoid injury.



Your goal is a door in the map's south-east corner, but the path is anything but direct. Keep exploring the maze as you work your way to the map's northeast corner, where you encounter archers. Eliminate them to find a valuable life recharge.

Another Hojo officer, Ujinori, resides in the map's northeast corner. Defeat him and then break through the screen doors to the south to reach a paneled room. Fight your way into the next room, where you find a staircase leading to the next floor.

## NOTE

IF YOU DID NOT DEFEAT HANZO HATTORI ON THE FIRST FLOOR, YOU MUST FIGHT AND DEFEAT HIM ON THE SECOND FLOOR TO CONTINUE IN ODAWARA.



## ELIMINATE MASAMUNE DATE!

All is quiet at the beginning of the third floor until some of Date's lead army burst on the scene. Deflect the initial rush and then continue north, thrusting through the doorway. When you reach a dead end (an impassable doorway), turn right to face Kagetsuna Katakura and his army.



Explore the rooms to the left and right as you look for a long hallway in the center of the floor. Masamune Date is waiting on the other side of the double doors.



At first, Date seems to be unusually vulnerable, having only a trio of guards. But, as you enter the room, two squads of Sky Ninja drop down from the ceiling. Hold the ninja at bay while you finish off Date, and then exit the room through the double doors.

## CAUTION

WATCH OUT FOR THE FLOOR SPIKE TRAP JUST PAST THE DOUBLE DOORS.



Follow the hallway and go through another set of double doors to reach a large hall. Two Defense Captains and their squads block access to what appear to be barricaded doorways leading to staircases. Three more barricaded doorways are in rooms connected to the main hall. You must defeat the Defense Captains in each room to gain access to the doorways (a barricade raises when you eliminate the Defense Captain on guard).



Four of the five staircases are false, and Shingen tumbles to the floor (unhurt) amidst the broken planks if he tries to use a false stairway. Move on to the next barricade, eliminate the Defense Captain, and try again. The location of the real staircase changes every time you play this level, so we cannot tell you which one to choose. Try each door until you gain access to the next floor.



## ELIMINATE KENSHIN UESUGI!

Go through the double doors, veer off to the right, and go through another set of doors to reach a hall filled with High Mistresses from the Hojo Army. Race to the room's corner and smash the box to collect a Speed power-up, and then finish off the Mistresses.



Leave the room and enter a north-bound hallway. Take the first left, bash your way out of the snare trap, and continue through the double doors.



## CAUTION

BE CAREFUL NOT TO SMASH THROUGH THE RIGHT SIDE OF THE SNARE OR YOU WILL HIT AN EXPLODING VASE.



Ujiteru Hojo is waiting in the next room, along with a small squad. After clearing the room, exit to the right, but watch out for the spike trap.





Turn left and then left again, jumping around the corner to avoid the snare trap. Jump over the spike trap and take the next right to reach a westbound hallway. Avoid another spike trap and continue through the double doors at the hallway's end.

The Uesugi Army swarms to meet you as you enter the room. Stay and fight if your Life Meter is still strong, but if not, follow the right wall and exit through the first set of double doors.



More of Uesugi's thugs rush to meet you as you approach a wall-mounted spike trap. Roll beneath the spikes and continue into the next room where a squad of Sky Ninja gives you a rude welcome.

Smash through another set of double doors and run to the opposite wall. Turn left, avoid the floor and wall-mounted spike traps, and follow the hallway around to the right.



As you enter the room in the map's northwest corner, Kenshin Uesugi appears. He is all that stands between you and the stairway to the fifth floor. Uesugi is powerful, but you can defeat him handily with a barrage of Musou attacks.



**ELIMINATE UJIMASA HOJO!**  
Ujimasa Hojo and his army are waiting for you when you emerge on the castle roof. The odds seem overwhelming, but if you can cut the army down to size, Hojo is a relatively weak opponent. Eliminate him to finish Odawara and advance to the Battle of Nagashino.

## The Battle of Nagashino

### Missions

- Eliminate Kazumasu Takigawa!
- Eliminate the enemy ambush party!
- Go and assist Nobufusa Baba at once!
- Eliminate Mitsuhide Akechi!
- Eliminate the enemy musket unit!
- Eliminate Keiji Maeda!
- Defeat the enemy commander Nobunaga Oda!



### ELIMINATE KAZUMASU TAKIGAWA!

Shingen's plan is to eliminate Kazumasu Takigawa before he can lure the Takeda Army into an ambush. Run to the middle of the map to find Takigawa and defeat him before he reaches the Takeda Army.



### ELIMINATE THE ENEMY AMBUSH PARTY!

Race to the south to intercept the enemy ambush party led by Tadatsugu Sakai. When you arrive, Tadatsugu is attacking Masakage Yamagata. Attack the enemy officer and his army. Keep fighting until Masakage or Shingen defeats Tadatsugu.



### GO AND ASSIST NOBUFUSA BABA AT ONCE!

Look to the north where Nobufusa is under heavy attack from Mitsuhide Akechi. Jump into the fray and reduce the enemy's ranks before Nobufusa flees the battle.



**NOTE** IF YOU DO NOT ARRIVE IN TIME TO PREVENT AKECHI FROM ROUTING NOBUFUSA BABA, YOU CAN STILL WIN THIS BATTLE BY DEFEATING AKECHI AND KEIJI MAEDA (SEE BELOW).

### ELIMINATE MITSUhide AKECHI!



Akechi arrives with a full army. Defeat him quickly, because your next mission is only moments away.





### ELIMINATE THE ENEMY MUSKET UNIT!

The Tokugawa Muskets line up to the south and pour fire on the beleaguered Takeda Army. Charge into the musket line and use a Musou attack to disrupt their continuous fire. Keep up the attack until all three musket squads are defeated.

### ELIMINATE KEIJI MAEDA!

Keiji Maeda's forces arrive to the north. Make sure your Life Meter is fully recharged before entering battle, because this is the last mission of Nagashino. Maeda charges in on horseback, but Shingen can dislodge him with a charge attack of his own.



Maeda's strikes are devastating, so you need to keep up a relentless barrage of Musou attacks to win this fight.



### DEFEAT THE ENEMY COMMANDER NOBUNAGA ODA!

With the Takeda Army's morale on the rise, you must hunt down and eliminate Nobunaga Oda, who is encamped to the west. Brush the advance guard aside and fight your way through Nobutada Oda.



Nobunaga is waiting in the safety of his tent. As you approach, he charges out on horseback, and if you are quick, you can knock him from his mount. Nobunaga's army is troublesome, so you must watch your Life Meter closely.



Survive long enough to win, and you earn the right to fight Nobunaga again in Azuchi Castle.

## Siege of Azuchi Castle—Outside

### Missions

- ❑ Thwart the Oda Army's fire attack!
- ❑ Enter the Oda camp before Mitsuhide does!
- ❑ Defeat Nobunaga Oda personally!
- ❑ Achieve victory without losing a single officer!



### THWART THE ODA ARMY'S FIRE ATTACK!

Oda sends Mitsuhide Akechi to bombard the city with a fire attack. Akechi's army arrives in the city's southwest section and moves east toward the bridge. You must cross the bridge and intercept the enemy army before it reaches the city. Defeat Akechi to thwart the attack. Travel to the city's southwest corner and continue the fight against Narimasa Sassa.



### ENTER THE ODA CAMP BEFORE MITSUHIDE DOES!



Akechi retreats to the Oda camp and you must overtake him. Travel north along the map's western edge and then weave your way back and forth as you fight through heavy enemy resistance. You must be the first to reach Oda's camp in the map's northwest corner. It is difficult to make your way through the maze of the city, but you can still win this battle, even if Akechi arrives before Shingen. No matter which officer arrives first, your next mission is to defeat Nobunaga Oda.

### DEFEAT NOBUNAGA ODA PERSONALLY!

When you reach the gates of Azuchi Castle, you must defeat Yoshinari Mori to gain entrance. Proceed up the steps to a large plaza to find Nobunaga Oda.



Reduce Oda's army to a manageable size and then concentrate your efforts on the enemy officer. When Nobunaga retreats into the castle, the first part of the Siege of Azuchi Castle is over. Now, you must go inside.

### ACHIEVE VICTORY WITHOUT LOSING A SINGLE OFFICER!

This is your pathway to "The Battle of Yamazaki" mission after completing "Siege of Azuchi Castle." If you lose one or more officers, the final battle in Shingen's Tale is "Kawanakajima Showdown."



## Siege of Azuchi Castle—Inside

### Missions

- Infiltrate Floor 1!
- Infiltrate Floor 2: Eliminate Oichi!
- Infiltrate Floor 3!
- Eliminate Keiji Maeda!
- Eliminate Ranmaru Mori!
- Eliminate Nobunaga Oda!

### INFILTRATE FLOOR 1!

Upon entering the main floor of the castle, Shingen faces enemies from all directions. Clear the floor and go through the doorway on the left. Climb the stairs and leap out of the floor trap before it falls. This new trap drops its victim to the ground, then a metal blade rakes across the floor. If you cannot get out before the floor drops, you have a split second to leap out before the blade starts moving.



The next room to the right contains a squad of Niwa Muskets. Roll away from their fire and kill them to earn a valuable Life power-up.



### TIP

IF YOU DO NOT IMMEDIATELY ELIMINATE THE ENTIRE MUSKET SQUAD, THE SURVIVORS WILL RUN AWAY AND FIRE FROM LONG RANGE (OFTEN OUT OF YOUR FIELD OF VISION). FIND THEM QUICKLY, BECAUSE EACH SHOT THAT CONNECTS DROPS SHINGEN'S LIFE METER.



The next eastbound hallway contains two deadly traps: a series of pendulum blades, and a floor trap in the middle. Roll beneath the blades, and leap out of the floor trap. Be careful not to leap into the pendulum!



As if the traps aren't bad enough, a Musket squad is waiting to shoot what's left of Shingen. Take out the Muskets to earn a Full Musou power-up.

### NOTE

LIFE IS A PRECIOUS COMMODITY INSIDE AZUCHI CASTLE. YOUR BEST SOURCES ARE MUSKETS, LADY NINJA, AND GRENADIERS (SMALL, ANNOYING SOLDIERS WHO ROLL EXPLOSIVE CANISTERS IN YOUR DIRECTION). REMEMBER, YOU MUST ELIMINATE AN ENTIRE SQUAD TO REAP THE LIFE REWARD.



Continue north, where you encounter more Ninja. Your path dead-ends in a large room at the map's northwest corner, but you can accumulate life points with a good showing here.

Follow the hallway and go through the double doors. A squad of Ninja drops in, followed by a mass of High Mistresses from the Niwa Army.



Go south to reach a large hall and look for an eastbound hallway. Leap out of the floor trap and proceed through two sets of double doors to reach a large hall. Collect the Full Musou power-up in the basket, and then exit into a southbound hallway.



### NOTE

ALTHOUGH IT IS NOT CRITICAL TO COMPLETING THIS LEVEL, YOU CAN EXPLORE A SERIES OF ROOMS IN THE MAP'S NORTHWEST QUARTER. THIS IS A DEAD END, BUT YOU ENCOUNTER WAVES OF ENEMY TROOPS, GIVING YOU MORE OPPORTUNITIES TO COLLECT LIFE POINTS.

Continue to a small room that contains a staircase to the next floor.

### INFILTRATE FLOOR 2: ELIMINATE OICHI!



As you move into the opening room, a squad of High Mistresses from Oichi's Army attacks. Oichi awaits your arrival at the extreme southern edge of the map, but you have many rooms to conquer first.

Continue through a series of double doors as you move south. Watch for a floor trap at the base of the stairs. Next, you must navigate another double challenge. Avoid the saw blades on both walls, as you leap out of another floor trap.







Go through the next set of double doors to battle more of Oichi's Muskets and High Mistresses. You are getting close to Oichi, so expect tougher resistance.



Oichi's attacks are predictable, but when her kendama starts flying, each series of blows is prolonged and powerful. Stun her and then pour on the combinations to secure a swift victory.

Your reward for surviving the traps is to face a Musket squad guarding the doors. Watch out for another enemy squad that bursts through the door, pushing you back toward the wall and floor traps.



Gather as much life as you can find before going through the wooden doors leading to Oichi's chamber.



## CAUTION

OICHI'S ARMY KEEPS FIGHTING EVEN AFTER THEIR LEADER'S DEMISE, SO BE CAREFUL NOT TO SUFFER LETHAL BLOWS BEFORE GOING UP THE STAIRS TO THE NEXT FLOOR. REMEMBER, YOUR LIFE METER CARRIES OVER TO THE NEXT LEVEL.

## INFILTRATE FLOOR 3!

From the start, go straight, veer off to the right and step into the hallway. Roll to avoid fire and take out the Sakuma Army Muskets guarding the door.



Gather the Life power-up left behind by the Muskets, go through the double doors, and exit the room through the double doors on the right. Many enemies are in this large hall, and the Muskets are particularly dangerous because they can run away and take aim while you fight other enemies.



Follow the northbound hallway that leads to a large, well-guarded chamber. The floor area is loaded with enemies, and you can find at least two Life power-ups here. However, if your Life Meter is strong, we recommend bypassing this area and running up the long staircase on the extreme left. If you need it, you can always come back to the chamber later.



More enemies block your path as you climb the last flight of stairs. Continue along the last landing and exit to the left. A staircase leading to the fourth floor is in the next room.



Clear a few enemies in the room and then go through the doors on the right. They lead to a short stairway.



Eliminate the enemies on the first landing and collect the Life and Speed power-ups. A steady flow of reinforcements arrives on this landing, so don't get caught up in an extended fight. Run up the next flight of stairs and continue across the landing while avoiding musket fire from two squads firing from the other side.



## ELIMINATE KEIJI MAEDA!

Go through two empty rooms to reach the hallway. Leap out of the floor trap and go through the doors on the left. Go through another set of doors to reach a large hall where two Musket squads have Shingen in their sights. Eliminate the Muskets to collect an Attack bonus, and don't forget to smash the basket in the corner to claim a Defense power-up.

Go through the west-facing doorway to reach a long hall and exit at the far left to face some of Maeda's advance guards. Don't forget to eliminate all of the Lady Ninja for a Life power-up. Follow the room around to the right and exit through the double doors straight ahead.



Go up the stairs, turn left, and fight your way to the room's opposite end. Go through the doorway to reach the door to Keiji Maeda's chamber.

If you rush into the room when the wall panel rises, you can knock Maeda off his feet and gain an early advantage. Keep up the attack while your opponent is stunned. Stay and finish off the remnants of Maeda's army (optional) and then climb the stairs to reach the fifth and final floor.





Go through a large, empty hall, and exit through the doors to the right, leading to another large room where Mori's Muskets and Lady Ninja attack. You are getting close to Mori now, so expect a steady stream of reinforcements. Stay and fight if your Life Meter is strong.

Exit through the double doors on the north wall, turn right, and go through two more sets of doors to reach a large hall. A Musou power-up hidden in the basket helps you survive the attack from the Mori High Mistresses. Follow the right wall around to the next hallway and continue to the door that leads to Ranmaru Mori.



## ELIMINATE NOBUNAGA ODA!

If your Life Meter is strong, focus on defeating Oda. However, you may need to pause long enough to take out two troublesome Musket squads firing from the far wall (don't forget the Life power-up). Finish off Nobunaga to end the Siege of Azuchi Castle and claim victory for the Takeda Army!

## ELIMINATE RANMARU MORI!

Go to the next room, exit to the left, and leap out of the floor trap while avoiding musket fire. Eliminate the Muskets to collect life, and then proceed through the double doors.



Make short work of Mori and take the stairs to the sixth floor where Nobunaga Oda is waiting.



## The Battle of Yamasaki



## Missions

- Defeat Katsue Shibata and Nagahide Niwa!
- Prevent Keiji Maeda from entering Mt. Ten-oh!
- Clear the Enmyouji River before the fog clears!
- Search for the Oda Army!
- Defeat the enemies at Mt. Ten-oh's summit!
- Prevent Keiji Maeda from entering the main camp!
- Prevent Hideyoshi Hashiba from entering the main camp!
- Rescue Kenshin Uesugi!



## DEFEAT KATSUE SHIBATA AND NAGAHIDE NIWA!

As you await your first mission objective, go south from the main camp, taking either the left branch to find Nagahide Niwa, or the right branch to intercept Katsue Shibata.



## PREVENT KEIJI MAEDA FROM ENTERING MT. TEN-OH!

Although you receive orders to prevent Hideyoshi Hashiba from entering the main camp, you must focus on Keiji Maeda if you want to clear this objective. He is very close to Mt. Ten-oh, so you have only a few moments to reach him as he approaches from the south.

## NOTE

DEFEATING MAEDA HERE ALSO SATISFIES THE UPCOMING MISSION OBJECTIVE OF KEEPING HIM OUT OF THE MAIN CAMP.

## CLEAR THE ENMYOUJI RIVER BEFORE THE FOG CLEARS!

## NOTE

IMMEDIATELY AFTER DEFEATING KEIJI MAEDA YOU MUST RUN BACK TO MT. TEN-OH, WHERE KENSHIN UESUGI IS UNDER HEAVY ATTACK. STAY IN THE CAMP AND DEFEND HIM UNTIL YOU RECEIVE ORDERS TO CROSS THE RIVER.



across the bridge to traverse the Enmyouji River and fulfill the mission.

## NOTE

IF YOU REACH THE BRIDGE QUICKLY, YOU MAY FIND NOBUNAGA ON THE OTHER SIDE. FOLLOW HIM TO GET A HEAD START ON THE NEXT MISSION.





## SEARCH FOR THE ODA ARMY!

The enemy activity is intense as you hurry back toward Mt. Ten-oh. Stop and fight long enough to steal a horse. The fighting may be too intense for you to locate Oda's army in time, but you will have another opportunity to defeat him.

## DEFEAT THE ENEMIES AT MT. TEN-OH'S SUMMIT!



Watch your Life Meter closely during this battle. Several enemy armies converge here, and you are under intense attack from all directions.



## PREVENT KEIJI MAEDA FROM ENTERING THE MAIN CAMP!

This mission was fulfilled when we eliminated Maeda at Mt. Ten-oh.

## PREVENT HIDEYOSHI HASHIBA FROM ENTERING THE MAIN CAMP!

Hashiba is one of many enemy officers swarming Mt. Ten-oh, so you should be able to take him out during the melee.

## CAUTION

KENSHIN UESUGI IS EXTREMELY VULNERABLE DURING THIS BATTLE, SO KEEP TABS ON HIS LIFE METER AS YOU STRUGGLE AGAINST AN OVERWHELMING ATTACK. ALSO, DON'T FORGET ABOUT YUKIMURA; HE MUST ALSO SURVIVE.



## RESCUE KENSHIN UESUGI!

Eventually, Nobunaga Oda finds Kenshin Uesugi, when Uesugi charges his camp. You must move quickly across the river to take out Nobunaga before he slays Uesugi. Defeat the enemy leader and you claim victory at Yamazaki.

## Kawanakajima Showdown

### Missions

- Occupy Zenkouji!
- Defend Mt. Chausu!
- Defend Kaizu Castle!
- Defend Zenkouji!
- Defeat the enemy forces approaching from Zenkouji!
- Defeat the enemy reinforcements and the Date army!
- Eliminate Hanzo Hattori!
- Eliminate Keiji Maeda!
- Charge alone into the Uesugi main camp!



## OCCUPY ZENKOUJI!



Move immediately to reach the steps of Zenkouji in the map's northwest corner. The path is free of enemies until you cross the bridge just south of Zenkouji. Defeat Kanetsugu Naoe to complete the occupation.

## NOTE

IT IS POSSIBLE TO COMPLETE THE REMAINING OBJECTIVES WITHOUT FOLLOWING THE ORDER IN WHICH THEY APPEAR IN THE GAME. THE FOLLOWING SECTIONS OFFER A DIFFERENT PATH TO VICTORY, SOMETIMES COMBINING MULTIPLE MISSIONS IN A SINGLE STRATEGY.

## DEFEND MT. CHAUSU AND ELIMINATE MASAMUNE DATE!



Hurry to Mt. Chausu, southwest of Zenkouji (you must follow the path to the south and then wrap around to the north). After defeating Masamune Date, Kagetsuna Katakura retreats. You can chase him down, but eliminating Date secures your defense of Mt. Chausu.

## DEFEND KAIZU CASTLE AND ELIMINATE HANZO HATTORI!



Run all the way across the map to the east, using the bridge to reach a south-bound path to Kaizu Castle. Eliminate Hanzo Hattori to secure the castle.



## ELIMINATE KEIJI MAEDA!



On your way to Zenkouji, you cross paths with Keiji Maeda, and although he is not your current objective, you have the time to defeat him, satisfying one of your mission objectives.

## DEFEAT THE ENEMY FORCES APPROACHING FROM ZENKOUJI!

It is not necessary to go all the way to Zenkouji at this late stage in the battle.

## CHARGE ALONE INTO THE UESUGI MAIN CAMP!



Find a horse and race to the map's southeast corner, where you find Masashige Jojo's forces defending the east gate to Mt. Saijo. After defeating Jojo, the gate swings open. Follow the path to the west to reach the Uesugi main camp.

## NOTE

YOU ENCOUNTER HEAVY RESISTANCE ALL ALONG THE PATH, BUT THERE IS NO NEED TO STOP AND FIGHT UNTIL YOU REACH THE CAMP AND FIND UESUGI.



Your final battle is a challenging one, thanks to Uesugi's supporting armies that pour into the camp. Use Musou attacks to disperse the crowds and then focus on Uesugi.



Defeat other enemy officers to collect Life and Musou power-ups as needed. Hasten your foe's demise by using combination attacks to keep Uesugi airborne. By the time he hits the ground, he should be demoralized and defeated, earning a victory for the Takeda Army!

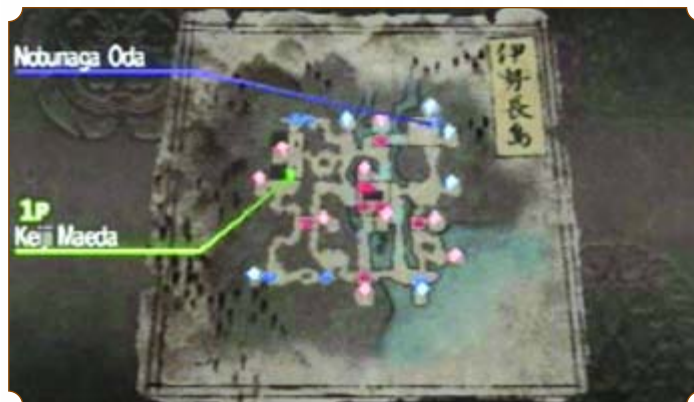




# Keiji's Tale



## The Battle of Ise



### Missions

- ❑ Eliminate the fortress defense troops!
- ❑ Protect the cannon unit until it can attack!
- ❑ Protect and secure a path for the task force!
- ❑ Occupy all four enemy fortresses!
- ❑ Prevent the enemy from surrendering!
- ❑ Defeat Tomosada Hattori, and secure an escape route!
- ❑ Allow the peasants to escape safely!

#### ELIMINATE THE FORTRESS DEFENSE TROOPS!



When the mission begins, you are ordered to eliminate the fortress defense troops. Head away from your starting location, going southeast. You come to a fortress attended by a pilgrim and a dozen troops. Kill them and move southeast. You come to a second fortress along the middle-south of the map. Kill the pilgrim here as well. Defeating these two pilgrims fulfills the mission.

#### PROTECT THE CANNON UNTIL IT CAN ATTACK!



Several minutes into the scenario, a second mission appears. This time, you must defend the Oda cannons while they prepare to fire on the enemy position. Rush to the map's southeast corner, where you see the hostile troops attacking the allied general Yoshitaka Kuki. Keiji can easily take care of the troops. With the enemy troops defeated, the cannons come on line a few minutes later.

#### PROTECT AND SECURE A PATH FOR THE TASK FORCE!



Head to the fortress in the bottom-middle of the map. A third mission appears, telling you to clear a path to the central fortress, where Oda plans to set fire to the enemy fortified within. You must make sure that Hidekichi Hashiba, the fire starter, reaches the walls unharmed. Three separate groups of enemy units are along the path north of the central fortress. Kill them swiftly so they cannot attack Hidekichi.

#### OCCUPY ALL FOUR ENEMY FORTRESSES!



If you did not secure the path for Hidekichi, you have to now occupy all four enemy fortresses. You already secured two on your way to the cannons. Head north along the map's eastern edge. Nobunaga is fighting enemy troops in the east. South of him is the third fortress, and inside is a pilgrim. Kill the pilgrim to secure the fortress. Go to the map's extreme north to the fourth fortress. Kill the enemy troops there and you control all four fortresses.

#### PREVENT THE ENEMY FROM SURRENDERING!



Whether you burn the central fortress or occupy all four surrounding fortresses, the enemy forces realize their folly, and Magoichi Saika and Shoukei decide to surrender to Nobunaga. Keiji thinks that is a bad idea, so intercept and defeat them before they can reach Nobunaga. The two officers make a break for it from the east side of the central fortress. Head back the way you came and fight them.

#### DEFEAT TOMOSADA HATTORI AND SECURE AN ESCAPE ROUTE!



When Magoichi and Shoukei are defeated, Tomosada Hattori makes a break for it to the west and decides to cut the escape route out of the fortress. Rush over there and defeat him.

#### ALLOW THE PEASANTS TO ESCAPE SAFELY!



Although their initial forces are taking a beating, three new pilgrim armies join the fight. But Keiji thinks it's dishonorable to slay these simple peasants. Instead, chase them away. One pilgrim is in the south fortress, while the other two are in the southwest, near your starting location. Rush to meet them and attack until they flee. Do not kill the pilgrims. When the last of the pilgrims flees, Keiji celebrates his victory.



## The Battle of Nagashino



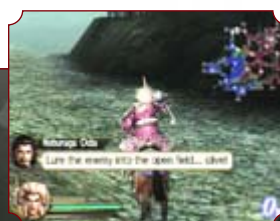
### Missions

- Defend Mt. Chausu!
- Occupy the enemy stronghold!
- Defeat 20 Naito soldiers!
- Do not let Yukimura Sanada advance farther!
- Eliminate Yukimura Sanada!
- Eliminate Katsuyori Takeda!
- Obliterate the Takeda Cavalry!
- Do not let the Takeda Army advance farther!



### DEFEND MT. CHAUSU

When the mission begins, your first order is to defend Mt. Chausu from attack. Hop onto the horse in front of you and ride to the map's northwest tip, where Mitsuhide Akechi is under attack. Defeat the enemy troops surrounding him.



### CAUTION

DO NOT CUT ACROSS THE MAP'S CENTER WHEN MOVING BETWEEN THE FIRST FEW MISSION OBJECTIVES. NOBUNAGA WANTS TO LURE THE ENEMIES INTO THE OPEN FIELD AND SHOOT THEM WITH HIS NEW MUSKETS. IF YOU ARE IN THE MIDDLE OF THE FIELD, YOU BLOCK NOBUNAGA'S LINE OF FIRE AND HE HAS TO ABORT HIS RIFLE TRAP. RACING ACROSS THE MAP'S CENTER ALSO RESULTS IN FAILURE FOR THE "ENEMY STRONGHOLD" AND "NAITO'S TROOPS" MISSION OBJECTIVES.



### OCCUPY THE ENEMY STRONGHOLD!

Now you have to race to the map's southeast. Ride quickly, but travel only along the map's edges. When you arrive at the stronghold, kill the Reserve Captain there to secure it for Nobunaga.

### DEFEAT 20 NAITO TROOPS!



Even after you occupy the enemies' southern stronghold, they refuse to fall for Nobunaga's trap. You have to attack one of their officers from behind to force them into Nobunaga's waiting rifles. You must kill 20 of Masatoyo Naito's men. Although Masatoyo is north of you, you can't move in a straight line up to him. You have to go back the way you came, riding along the southern, then western, then north-ern edges of the map in a counter-clockwise circle. This takes you to the map's top, north of Masatoyo. Ride south and right into his flank. After you kill 20 of his men, he becomes confused and frightened, and runs away from you, toward Nobunaga in the west.



### DO NOT LET YUKIMURA SANADA ADVANCE FARTHER!

When the Takeda Cavalry charges with Masatoyo, Yukimura Sanada also answers the call to ride. But you must prevent him from reaching Nobunaga. Ride to intercept him, using the minimap and info screen to locate him.



### ELIMINATE YUKIMURA SANADA!

When you engage Yukimura, you must kill him. Kunoichi supports him, and they both attack relentlessly, meaning there are times when you can't move because they are constantly pounding you. Use the guard button to defend yourself and unleash your Musou attacks.



### ELIMINATE KATSUYORI TAKEDA!

You must defeat the leader of the enemy forces: Katsuyori Takeda. Look on the minimap or info screen to see where he is and attack him. When you defeat him, you win the mission.

## Alternate Mission Objectives



If you blow Nobunaga's rifle trap by crossing the map's center, Takeda sends four cavalry units to charge Nobunaga's fortifications. In that case, you lose your current mission objectives and instead have to hold off and destroy

the cavalry forces. Four cavalry officers ride to attack: Masatoyo Naito, Masakage Yamagata, Nobufusa Baba, and Yukimura Sanada. You must defeat them all. Only after you beat them can you go after Katsuyori.



## Dance of Kyoto



### Missions

- ❑ Defeat 100 enemies in 5 minutes!
- ❑ Eliminate Goemon Ishikawa!
- ❑ Eliminate Okuni!
- ❑ Attack the gathering places of the miscreants!
- ❑ Defeat all miscreants!
- ❑ Negotiate with the Oda officers!

Disillusioned by the use of guns in the previous battle, Keiji takes a leave of absence from Nobunaga. On a stop at Kyoto, Keiji runs into trouble: an army of miscreants and the King of Thieves, Goemon Ishikawa.

The missions in this scenario appear as you battle enemies, so start wandering and killing. Look at the minimap and begin a path toward Okuni.



### ELIMINATE OKUNI!

When you encounter Okuni, she mistakes you for an imposter and decides to kill you for impersonating Keiji Maeda. Defeat her in battle to prove your identity.



### NOTE

IN THIS SCENARIO, YOU ARE ASKED TO DEFEAT MISCREANTS. THESE ARE SPECIFIC SUMO-LIKE STRIKE NINJA WITH THE NAME "MISCREANT" OVER THEIR HEADS. THEY ARE LIKE MINIBOSSES, BUT UNLIKE OFFICERS, DO NOT APPEAR ON THE MAP IN THE INFO SCREEN.



### ATTACK THE GATHERING PLACES OF THE MISCREANTS!

After you kill 200 opponents, you get a mission to secure all the gathering places of the miscreants. That means going to each spot as indicated on your minimap and killing the Reserve Captains there. After you do that, no more miscreants enter the map. Until you finish this

mission, miscreants and their armies continue pouring into the map.

### DEFEAT ALL MISCREANTS!



After you seal off all gathering points so no more miscreants can enter, you must kill the remaining ones on the map. Look to your minimap again and kill every miscreant.

### NEGOTIATE WITH THE ODA OFFICERS!

When you get 400 kills, and there are still allied Oda officers on the map, this mission appears. The Oda officers are getting in the way of your fighting, so you must tell them to leave. Find at least one officer. When you come face-to-face with him, Keiji convinces all remaining Oda officers to leave the scenario. However, if the miscreants or Goemon kill all the officers before you can negotiate with them, you lose this mission.



### DEFEAT 100 ENEMIES IN 5 MINUTES!

Goemon doesn't think you're a worthy fighter. Prove him wrong by killing 100 enemies in 5 minutes. This mission appears after you first come face-to-face with Goemon, and ends in failure if the time elapses or if you defeat Goemon before killing 100 enemies.



### ELIMINATE GOEMON ISHIKAWA!

This is the ultimate mission of this scenario, and appears after you achieve the previous mission of defeating 100 enemies in 5 minutes. You can kill Goemon earlier, but doing so means you won't get the added experience for completing this mission. After you defeat Goemon once, he disappears and reappears in the map's center. You must

defeat him a second time to win the scenario.

## Odawara Infiltration

### Missions

- ❑ Eliminate Masamune Date's officers!
- ❑ Eliminate Masamune Date!

This scenario is straightforward. Keiji has heard of the warlord, Kenshin Uesugi, and has gone to Odawara Castle to challenge him. There are five levels in this castle scenario, and you must battle your way to the top.



You start in the south on level one and the stairs to level two—marked as a blue square on the map—are in the north. While moving north, you have to cross a long walkway. Be careful, the floor of this walkway drops out underneath you and you have to walk against the current to continue north.





On the second level, advance to the stairs. Along the way, you can battle Ujikuni Hojo and Norihide Matsuda.

Two officers are on the first level, Ujinori Hojo and Ujinao Hojo. Although you can run past them and go up the stairs, it is better to kill them for the experience items and power-ups they drop.



## ELIMINATE MASAMUNE DATE'S OFFICERS!

After you get to level three, you get your first real mission: Eliminate Masamune Date's officers. There are two of them: Shigazane Date and Kagetsuna Katakura. Both are close to each other. Kill them before proceeding onto Masamune Date. If you don't kill them first, you don't get the "Eliminate Masamune Date" mission.



## ELIMINATE MASAMUNE DATE!

After you kill Shigazane and Kagetsuna, head north to battle Masamune Date. After you eliminate him, you can go up to the next level.



## TIP

LEVEL THREE HAS FIVE SETS OF STAIRS

LEADING UP TO LEVEL FOUR, BUT ONLY ONE IS THE TRUE STAIRCASE. THE OTHERS ARE DECOYS. KILL THE DEFENSE CAPTAINS TO UNLOCK THE STAIRS. USE TRIAL AND ERROR TO FIND THE RIGHT ONE.

## Hanzo Hattori

On level four, there is one officer to fight: Ujiteru Hojo. However, when you reach the room containing the stairs to level five, the ninja, Hanzo Hattori, drops in on you. You must defeat him to continue to the final level.



On level five, you encounter Ujimasa Hojo right away. Avoid the muskets and concentrate on Ujimasa. A few good hits and a full Musou attack kill him. The mission ends...and Kenshin Uesugi appears.



## Alternative Scenarios

The Keiji Tale normally ends after scenario four, "Odawara Infiltration." To unlock the fifth scenario, and enable Keiji's true ending, you must complete the following specific missions in each of the previous four scenarios:

Scenario	Required Mission
The Battle of Ise	Prevent the enemy from surrendering
The Battle of Nagashino	Eliminate Yukimura Sanada
Dance of Kyoto	Defeat Goemon Ishikawa
Odawara Infiltration	Eliminate Masamune Date

It isn't enough to kill the officer in question. You must first get the mission to eliminate the officer, then defeat him. Beating them before you get the mission is the same as never having completed the mission.

## Kawanakajima Challenge



## Missions

- Defeat all enemy officers!
- Defeat all enemies near Zenkouji!
- Rescue Okuni before Goemon does!

## DEFEAT ALL ENEMY OFFICERS!



Yoshikiyo Murakami, Sadamitsu Usami, Kagetsugu Amakasu, Masashige Jojo, and Kenshin Uesugi.

Kenshin Uesugi has agreed to let you join him if you accept his challenge to single-handedly defeat his officers. Hop on the horse in front of you and ride north. The first officer you meet is Shigenaga Honjo. Continue in a counter-clockwise motion as you eliminate all officers. The ones you must kill are: Kageie Kakizaki, Shigenaga Honjo, Katsunaga Inobe, Takahiro Kitajo, Magekatsu Uesugi,



**DEFEAT ALL ENEMIES NEAR ZENKOUJI!**

After a few minutes, Magoichi Saika arrives and pledges his aid to you. When you kill two of Kenshin's officers, Magoichi says that Yukimura Sanada is also coming to help you. But first, you must clear Zenkouji of enemies so Yukimura can safely arrive. Travel up to the map's northwest and kill Sadamitsu Usami and Takahiro Kitajo. If Yukimura arrives before you kill them, you fail the mission, so defeat them.

**Protecting Your Subordinates**

Magoichi Saika, Yukimura Sanada, Goemon Ishikawa, Okuni, and Masamune Date join you. You must make sure none of them is defeated. If even one retreats, you lose this scenario. To make sure that doesn't happen, kill the enemy officers. Killing any

Reserve Captains at the map's edges is also a good idea, because doing so secures the spawn points and prevents enemy units from spawning there.

**RESCUE OKUNI BEFORE GOEMON DOES!**

After Magoichi arrives, Okuni and Goemon also appear to lend their support to you. Enemies surround Okuni in the map's northeast, and asks Keiji to rescue her. Hurry because you must reach her before Goemon does. If Goemon rescues her before you do, you fail this mission. Ride quickly to her, using the map in the info screen to locate her. You need to get close to her.

**Ending the Scenario**

After you kill most of the officers, Kenshin Uesugi decides you are ready to face him. He appears in the southwest. Make sure your officers are doing well before you face off against Kenshin. As long as you have eliminated Kenshin's officers, you should be fine.

Now battle Kenshin. He is surrounded by enemy units, as well as a Reserve Captain who keeps calling in reinforcements. Eliminate Kenshin using your Musou attacks. When you take him down, the game is won.







## Nobunaga's Tale

### NOTE

UNLOCK NOBUNAGA ODA BY COMPLETING THE NOH, OICHI, AND MAGOICHI STORY MODES.

## The Battle of Okehazama



### Missions

- Attack the Imagawa outpost!
- Eliminate the enemies near the Zenshouji Fortress!
- Attack the Imagawa main camp from the mountain pass!
- Eliminate Hanzo Hattori!
- Eliminate Tadakatsu Honda!
- Eliminate all Imagawa officers!
- Defeat the Imagawa Army's elite officers!
- Do not let Hanzo Hattori overtake you!
- Defend the Oda main camp!



### ATTACK THE IMAGAWA OUTPOST!

Mount the horse at your opening position and gallop south toward the two Imagawa outposts. Defeat two Defense Captains, one in the eastern location and another to the west.



### ELIMINATE THE ENEMIES NEAR THE ZENSHOUJI FORTRESS!

Travel north to Zenshouji Fortress to engage Ujimoto, a Reserve Captain, and the entire army to clear the mission.

### ELIMINATE HANZO HATTORI, DO NOT LET HANZO HATTORI OVERTAKE YOU, AND ELIMINATE TADAKATSU HONDA!



You encounter Hanzo Hattori on your way to the Imagawa main camp (see the next mission). Defeat Hanzo, then resume your journey to the Imagawa main camp. You receive another mission to eliminate Tadakatsu Honda. You can make another detour now, or continue to the Imagawa main camp (a brief stop) and hunt down Tadakatsu.



### ATTACK THE IMAGAWA MAIN CAMP!

This is really a bluff to scare Yoshimoto. After fulfilling the mission, turn around and look for Tadakatsu (if he is still alive).

### NOTE

YOU HAVE THE OPTION TO STAY AND FIGHT, BUT THE ENEMIES ARE MANY. IF YOU DEFEAT YOSHIMOTO IMAGAWA HERE, YOU END THE BATTLE EARLY.



### ELIMINATE ALL IMAGAWA OFFICERS!

Travel to the west and hunt down the remaining officers, including Yasutomo Asahina, Naomori Ii, Nagateru Udon, Munenobo Matsui, and Motonobu Okabe (you may have already eliminated some of these officers).



### DEFEND THE ODA MAIN CAMP!

Take a break from your hunting and return to the Oda main camp to stem the tide of enemy attacks. It doesn't matter how many opposing officers you eliminate if enemy forces take over the main camp.



### DEFEAT THE IMAGAWA ARMY'S ELITE OFFICERS!

Yoshimoto Imagawa is the best of the elite, and you find him among other officers as they gather for a final, desperate battle at the Imagawa camp (if you have already defeated the Imagawa officers, Yoshimoto is alone, except for his regular troops). When Yoshimoto falls, victory is yours.



## The Battle of Ise



### Missions

- Eliminate the fortress defense troops!
- Protect cannon unit until the cannon attack begins!
- Protect and secure a path for the task force!
- Occupy all four enemy fortresses!
- Defeat the enemy commander!
- Obliterate the Ikko Army!

#### ELIMINATE THE FORTRESS DEFENSE TROOPS!



You must reach two of the four enemy fortresses that are spread out around the map. Fortunately, the pathways are open, and the pilgrim officers guarding each fortress are weak and easily overpowered. Go to the northernmost fortress first, and then south to the next fortress. Eliminate both pilgrim officers to fulfill the mission.

#### PROTECT THE CANNON UNIT UNTIL IT CAN ATTACK, AND PROTECT AND SECURE A PATH FOR THE TASK FORCE!

### NOTE

YOU RECEIVE THE ORDER TO "PROTECT AND SECURE A PATH FOR THE TASK FORCE" FIRST, BUT THEY BEGIN MOVING IN THE MAP'S EXTREME NORTHEAST CORNER. AT THE SAME TIME, YOU RECEIVE ORDERS TO PROTECT THE CANNON UNIT, WHICH IS NEAR YOUR POSITION. CHECK THE CANNON UNIT FIRST. IF ENEMIES ARE IN THE IMMEDIATE VICINITY, STAY AND FIGHT. WHEN THE AREA IS CLEAR, GALLOP NORTH TO CATCH UP TO THE TASK FORCE. IF THE CANNON UNIT IS IN NO APPARENT DANGER, LEAVE IMMEDIATELY.



Attack the enemies surrounding Hideyoshi Hashiba's task force so they can leave the fortress. Follow them, and run interference against enemy attacks as needed. While traveling south, you receive word that the Oda cannons are ready to fire. Accompany the task force to the river fortress in the map's center. Defeat the Peasant squad to allow Hideyoshi to complete his fire attack.

### CAUTION

WATCH THE MAP. IF THE CANNON UNIT IS BEING OVERRUN BY ENEMY UNITS, BREAK OFF YOUR ESCORT AND RACE BACK TO HELP.

### NOTE

THE MISSION "OCCUPY ALL FOUR ENEMY FORTRESSES" COMES UP ONLY IF YOU FAIL TO SECURE A PATH FOR THE TASK FORCE.



#### DEFEAT THE ENEMY COMMANDER!

When Magoichi and Shoukei ask Nobunaga for forgiveness, he turns a deaf ear to their pleas. You receive a new mission to defeat the commander, Shoukei.



#### OBLITERATE THE IKKO ARMY!

With their commander defeated, you must track down six different bands of rebel troops led by Tomosada Hattori (if he is still alive), Magoichi Saika, and several pilgrim officers. Most of the Ikko forces remain in the map's southwest quarter, except for Magoichi Saika.



Go to the map's eastern edge to find Magoichi. After Magoichi fails to kill Nobunaga with a sniper shot, the two enemies meet in close combat. As long as you stay close enough to Magoichi so that he cannot use his rifle, you defeat him easily to finish the "Siege of Ise."

### NOTE

THE FOLLOWING SCENARIOS FOLLOW THE "A" PATH. THE ALTERNATIVE SCENARIOS (THE "B" PATH) APPEAR AT THE END OF THE "NOBUNAGA'S TALE" SECTION OF THIS GUIDE.

## The Battle of Nagashino





## Missions

- Defend Mt. Chausu!
- Occupy the enemy stronghold!
- Defeat 20 Naito soldiers!
- Do not let the Takeda Cavalry advance farther!
- Eliminate Yukimura Sanada!
- Eliminate Katsuyori Takeda!
- Obliterate the Takeda Cavalry!



### DEFEND MT. CHAUSU!

Hop on your horse and gallop north to the riverbed leading to Mt. Chausu. Defeat two enemy units to complete a successful defense.

### OCCUPY THE ENEMY STRONGHOLD!



If you hesitate even slightly after completing the first mission, you will not reach the enemy stronghold in time to complete the mission. The stronghold is in the map's extreme southeastern corner. However, failing in this mission does not hamper your ability to win the scenario.

## NOTE

"DEFEAT 20 NAITO SOLDIERS" ONLY APPEARS IF YOU SUCCESSFULLY OCCUPY THE ENEMY STRONGHOLD.

### DO NOT LET THE TAKEDA CAVALRY ADVANCE FARTHER AND ELIMINATE YUKIMURA SANADA!



Gallop to the map's western side and work your way from north to south, halting the Takeda Cavalry advance. Begin with Nobufusa Baba and Masatoyo Naito, then continue south to face the powerful Masakage Yamagata and Masatane Hara. Masakage and Masatane move away while you battle the first two enemies, so move quickly to catch them before they advance too far.



Finally, attack and defeat Yukimura Sanada, who leads a large army to the map's center. Defeating Sanada halts the Takeda Cavalry's advance and completes the mission.

## NOTE

IF THE "OBLITERATE THE TAKEDA CAVALRY" MISSION APPEARS, YOU MUST KEEP THE TAKEDA CAVALRY OUT OF THE ODA MAIN CAMP FOR FIVE MINUTES.



### ELIMINATE KATSUYORI TAKEDA!

Katsuyori Takeda is escaping, and you must defeat him before he leaves the map at a predetermined Escape Point (it is randomly selected from the four corners of the map). If Katsuyori escapes, you fail the mission, but still win the scenario.

## Betrayal at Honnouji



## Missions

- Escape Honnouji with Oichi!
- Eliminate Noh!
- Escape from Honnouji with Ranmaru Mori!
- Eliminate Mitsuhide Akechi!

### ESCAPE FROM HONNOUJI WITH OICHI!



The basic premise of "Betrayal at Honnouji" is that Nobunaga must escape, and at first, it seems that Oichi is his partner. When the gates open, meet up with Oichi at the east hall's north door. Spend time eliminating enough enemies so that Oichi continues to push toward the Escape Point. Your first battle is with Masachika Matsuda at the east gate.



Another major battle takes place near the north gate against Shigetomo Akechi.



## NOTE

WHEN AN AREA IS CLEARED OF ENEMIES, OICHI TAKES OFF. ALTHOUGH YOU ARE SUPPOSED TO LEAD HER OFF THE MAP, SHE DECIDES WHEN IT IS SAFE TO MOVE.





When the west gate opens, Oichi moves out again, bringing Nobunaga to a nasty confrontation with Hidemitsu Akechi.

## ELIMINATE NOH!



Oichi urges you to rescue Noh. When you gain access to the area in front of the west hall, approach Noh to see if she is with you or against you. She answers with her sword and now you must defeat her.

## NOTE

AFTER DEFEATING NOH, THE MAIN HALL'S SOUTH GATE, THE WEST HALL'S EAST DOOR, AND THE EAST HALL'S WEST DOOR SWING OPEN.

## ESCAPE FROM HONNOUJI WITH RANMARU MORI!



Exit Honnouji from the west gate and re-enter from the southwest to reach the courtyard where Ranmaru is battling Sadayuki Atsugi and Toshimitsu Saito. Help Ranmaru and he joins forces with Nobunaga. The main hall's south gate, the west hall's east door, and the east hall's west door swing open. Keep Ranmaru alive until you reach the Escape Point to fulfill this mission.



## ELIMINATE MITSUhide AKECHI!

After joining forces with Ranmaru, go to the map's southwest corner and defeat Mitsuhide. Your missions are finally complete. Go to the Escape Point to finish "Betrayal at Honnouji."

## NOTE

IF YOU CLEAR ALL MISSIONS IN "BETRAYAL AT HONNOUJI," RANMARU JOINS NOBUNAGA IN THE "RETAKEING OF AZUCHI CASTLE—OUTSIDE" SCENARIO. IF ONLY OICHI SURVIVES, SHE JOINS RANMARU. OUR WALK-THROUGH IS WITH OICHI, BUT YOU CAN EXPECT SIMILAR MISSIONS WITH RANMARU.

## Retaking of Azuchi Castle—Outside

### Missions

- Assist the Oda fire attack unit!
- Eliminate all enemies inside the gates!
- Eliminate Magoichi Saika!
- Assist the Oda fire attack unit!
- Eliminate Noh!
- Assist the Oda fire attack unit!
- Assist Oichi and defeat Keiji Maeda!



## ASSIST THE ODA FIRE ATTACK UNIT!

Nobunaga sets the castle on fire, so you must find the fire attack unit (Spy Leader) and eliminate enemies in their path so they can reach the fire point.



## ELIMINATE ALL ENEMIES INSIDE THE GATES!

Go west from the fire point and take the first right to reach the castle gates. Enemies appear after the gates go down, in four separate groups. After you defeat the last group, the gates go up and the mission is fulfilled.



## ELIMINATE MAGOICHI SAIKA!

Exit the gate area to the north, where you find a large army led by Magoichi Saika. Eliminate Magoichi and finish off his troops.



## ASSIST THE ODA FIRE ATTACK UNIT!

Travel north to the chain barrier, then go west to find the Spy Leader. Eliminate the muskets and other enemy troops in the area while the fire attack unit starts another blaze.



## ELIMINATE NOH!

Follow the Spy Leader north along the map's eastern edge until you find Hidemitsu Akechi. Eliminate him and then continue shadowing the fire attack team.







Fight several enemy squads as the Spy Leader takes you to the map's northeast corner. Stay with the fire attack team until they lead you to Noh at the top of the map. Eliminate Noh while keeping a protective eye on the Spy Leader. There is one more fire mission, so you cannot afford to lose him here.



## ASSIST THE ODA FIRE ATTACK UNIT!

Meet up with the fire attack unit to the south, where it comes under heavy attack. Use Musou mode to buy the Spy Leader enough time to set his last fire.

## ASSIST OICHI AND DEFEAT KEIJI MAEDA!

Meet up with Oichi in the map's southwest corner and help her out of a serious dilemma.



Follow Oichi north along the map's western edge and defeat Shigetomo Akechi. Oichi leads you to one fight after another until you find Keiji Maeda. Defeat him, then resume your travels with Oichi.



Oichi winds her way through the gates to find Mitsuhide Akechi, who is your last barrier to entering the castle. Defeat him to finish "Retaking of Azuchi Castle—Outside."

## Retaking of Azuchi Castle—Inside

### Missions

- Search for and eliminate Hanzo Hattori!
- Eliminate Magoichi Saika!
- Eliminate Noh!
- Eliminate Keiji Maeda!
- Eliminate Mitsuhide Akechi!

### NOTE

NOBUNAGA HAS BEEN TO AZUCHI BEFORE, SO THE FLOOR MAPS ARE REVEALED FOR EACH LEVEL. THIS ALLOWS YOU TO MOVE QUICKLY THROUGH THE ROOMS TO YOUR TARGETS. FOR DETAILED DESCRIPTIONS OF THE ROOMS AND HALLS OF AZUCHI CASTLE, SEE THE YUKIMURA, SHINGEN, AND OICHI TALES. THE FOLLOWING WALKTHROUGH PINPOINTS THE LOCATIONS OF KEY ENEMIES, BATTLES, AND LANDMARKS.



## SEARCH FOR AND ELIMINATE HANZO HATTORI!

Hanzo is on the second floor, so your initial goal is to fight just enough to maintain your Life Meter and build your Musou meter in preparation for the battle. The stairway to the second floor is in the map's northeast corner.

### NOTE

THE HIGHEST CONCENTRATION OF ENEMIES IS IN THE NORTHWEST HALLWAY. GO THERE TO FIGHT AND COLLECT POWER-UPS.



Defeat Hanzo and then look for the stairway in the map's southwest corner.

## ELIMINATE MAGOICHI SAIKA



You have many opportunities to fight and gather power-ups as you circle around the stairways and landings.

## ELIMINATE NOH!



You find Noh in the map's center. Defeat her and then go south to find the stairs to the fifth floor.



There is heavy resistance in the room just east of the stairs.





Keiji Maeda is waiting in a small room east of your starting point. Defeat him and then go to the map's southeast corner to find the last staircase leading to Mitsuhide.

## ELIMINATE KEIJI MAEDA!

This floor is filled with traps and swarming enemies, so watch your step.



## ELIMINATE MITSUhide AKECHI!

Defeat Mitsuhide to complete Nobunaga's destruction of Azuchi Castle, and seal your victory.

## Alternative Scenarios

The following scenarios follow the "B" path that begins after "The Battle of Ise."

## The Battle of Nagashino



## Missions

- Assist Tokugawa by occupying the enemy stronghold!
- Join up with and assist Mitsuhide Akechi!
- Defeat either Masatoyo Naito or Masakage Yamagata!
- Eliminate Shingen Takeda!
- Do not allow the Takeda Cavalry into the main camp!
- Protect the musket unit until it can fire!



## ASSIST THE TOKUGAWA BY OCCUPYING THE ENEMY STRONGHOLD!

Turn around and go south across the river to reach the stronghold. Defeat Masatsugu Tsuchiya to occupy the stronghold.

## JOIN UP WITH AND ASSIST MITSUhide AKECHI!



Ride quickly to the map's northwest corner where Mitsuhide is engaged in a difficult battle with the Baba Army. Enter the battle to satisfy this mission requirement.

## DEFEAT EITHER MASATOYO NAITO OR MASAKAGE YAMAGATA!



You are closest to Masatoyo Naito, but by the time you weave your way south, he is near the river and a rendezvous with Masakage. Push hard through the battlefield, but watch out for the cavalry spikes. Eliminate Masatoyo, then ride northeast to meet Shingen Takeda.

## ELIMINATE SHINGEN TAKEDA!



Go through the camp and around the tent to find Shingen on the path north of camp. He has a large supporting army, but a flying Musou attack from Nobunaga thins the ranks quickly, allowing you to finish off Shingen and complete "The Battle of Nagashino."

## NOTE

YOU MAY FIND TWO MORE MISSIONS IF YOU MEET SPECIFIC REQUIREMENTS AS OUTLINED IN THE TABLE BELOW.

Mission	Required Conditions	Victory Condition	Defeat Condition
Do not allow the Takeda Cavalry into the main camp	Before mission 3, player enters Shitaragahara	More than 5 minutes pass after start of mission; 6 officers from Yukimura Sanada, Masatoyo Naito, Nobufusa Baba, Masakage Yamagata, Katsuyori Takeda, Masatsugu Tsuchiya, Nobushige Oyamada, and Masatane Hara are defeated	A Takeda Army officer enters Oda Main Camp
Protect the musket unit until it can fire	More than 6 Oda musket units are alive; 3 officers from the list above are alive; mission 3 failed; mission 1 or 2 failed due to one of the following: Masakage Yamagata defeated, Masatoyo Naito defeated, Nobufusa Baba defeats Mitsuhide Akechi	More than 6 Oda musket units survive; more than 30 enemy soldiers stay around the horse barricades; player stays near the horse barricades	



## Defense of Gifu Castle



### Missions

- Destroy the Siege Ramp and protect the west gate!
- Take Sunomata Castle and defend the main gate!
- Do not let Kenshin Uesugi near Keiji Maeda!
- Eliminate Keiji Maeda!
- Eliminate Ranpa!
- Do not let the spies escape!
- Occupy the Uesugi main camp!
- Do not allow the Uesugi Army to enter Gifu Castle!



### DESTROY THE SIEGE RAMP AND PROTECT THE WEST GATE!

Travel south and west to intercept the Siege Ramp. Smash it with your sword to destroy it and complete the mission.



### TAKE SUNOMATA CASTLE AND DEFEND THE MAIN GATE!

Go south to Sunomata Castle and defeat Kageie Kakizaki and his Reserve Captain to assume control of the castle and defend the main gate.



### DO NOT LET KENSHIN UESUGI NEAR KEIJI MAEDA!

Race to the north and intercept Kenshin Uesugi before he rides north to find Keiji Maeda. You do not need to fight Kenshin; travel toward the gate to block his path and trigger a cutscene.

### NOTE

IF YOU FAIL TO KEEP KENSHIN AND KEIJI APART, YOU MUST DEFEAT KEIJI MAEDA AS YOUR NEXT MISSION. THIS IS ONE OF TWO ALTERNATIVE MISSIONS THAT APPEAR IF YOU MEET THE FOLLOWING CONDITIONS.

Mission	Required Conditions	Victory Condition	Defeat Condition
Eliminate Keiji Maeda	Mission 3 fails	Defeat Keiji Maeda	None
Defeat Ranpa	After missions 3 and 4, and after Kanetsugu Naoe and Yorikiyo Murakami are defeated at the East Fortress	Defeat Ranpa	Ranpa retreats



### DO NOT LET THE SPIES ESCAPE!

Uesugi spies are discovered on the map's west side. Defeat them before they reach an Escape Point on the east side.

### OCCUPY THE UESUGI MAIN CAMP!

Rush to the map's southeast corner to occupy the Uesugi camp. Defeat Sadamitsu Usami, Kagekatsu Uesugi, and a Reserve Captain to complete the takeover.



### DO NOT ALLOW THE UESUGI ARMY TO ENTER GIFU CASTLE!

The Uesugi moves on Gifu Castle and they have a considerable head start. Race north up the middle of the map and catch up to Kenshin Uesugi north of the bridge. Defeat him to complete the mission and "The Defense of Gifu Castle."

## The Battle of Yamasaki



### Missions

- Defeat the enemy officers and surround Mt. Ten-oh!
- Go and assist the isolated Hideyoshi Hashiba!
- Eliminate Magoichi Saika!
- Eliminate Yukimura Sanada!
- Prevent Kunoichi and Yukimura from joining up!
- Escort Ranmaru Mori to Mitsuhide Akechi's position!
- Use the fog to ambush Mitsuhide Akechi!



## DEFEAT THE ENEMY OFFICERS AND SURROUND MT. TEN-OH!



Follow the edge of the map south and then around to the north to find Shigetomo Akechi. Defeat him quickly, then gallop north to the next enemy officer.



The fog settles in shortly after your battle with Shigetomo, so it is difficult to stay on the correct path. Keep to the western edge as you continue north looking for Hidemitsu Akechi, who appears at a junction to the east.



Continue north to find Toshimitsu Saito on the slopes of Mt. Ten-oh. Defeat him to complete the mission and surround Mt. Ten-oh.

### NOTE

THE NEXT MISSION IS "GO AND ASSIST THE ISOLATED HIDEYOSHI HASHIBA." HOWEVER, YOU ENCOUNTER MAGOICHI SAIKA AND YUKIMURA SANADA ON THE WAY TO RESCUING HASHIBA.

## ELIMINATE MAGOICHI SAIKA!



You find Magoichi Saika on Mt. Ten-oh, surrounded by hordes of enemy troops. Defeat him quickly, before you are overwhelmed.

## GO AND ASSIST THE ISOLATED HIDEYOSHI HASHIBA!

### NOTE

THE FOLLOWING CONDITIONS MUST OCCUR TO ACTIVATE THE HIDEYOSHI HASHIBA MISSION:

- About 12 minutes pass from the beginning of the battle
- Neither Nobumori Sakuma nor Nagahide Tanga is routed
- Magoichi Saika is defeated



Continue south along the map's western side to reach the beleaguered Hashiba. You fulfill the mission when you arrive on the scene.

## ELIMINATE YUKIMURA SANADA AND PREVENT KUNOICHI AND YUKIMURA FROM JOINING UP!



Continue south to find Yukimura Sanada. Defeat him here to satisfy both missions.

## ESCORT RANMARU MORI TO MITSUhide AKECHI'S POSITION!



Swing north as you curl around the edge of the map to find Ranmaru Mori in full battle with Sadayuki Atsugi's Army. Eliminate enough enemies to urge Ranmaru to move south. Keep clearing the way and he reaches the rendezvous point with Mitsuhide. Be patient—there are many enemies, and Ranmaru fights all of them.

## USE THE FOG TO AMBUSH MITSUhide AKECHI!

After Ranmaru speaks with Mitsuhide, they agree to meet. You must hurry north through the map's center, winding back and forth over the hilly path until you ambush Mitsuhide. Defeat him to finish the last mission and bring an end to "Nobunaga's Tale."

### NOTE

IF YOU DO NOT COMPLETE THE AMBUSH WITHIN THREE MINUTES, RANMARU DEFECTS TO MITSUhide. HOWEVER, YOU CAN STILL DEFEAT MITSUhide TO FINISH THE "BATTLE OF YAMASAKI."





## Goemon's Tale

### Gifu Intrusion



#### Missions

- Collect the treasures on each floor!
- Eliminate Ranmaru Mori!
- Eliminate Noh!
- Eliminate Noh and Ranmaru!
- Eliminate Hanzo Hattori!
- Eliminate Mitsuhide Akechi!



#### COLLECT THE TREASURES ON EACH FLOOR!

To unlock the stairs on levels one to three, collect the treasure on each floor. Each treasure is in a box. The treasure on the first floor is in the room with the paneled landscape paintings on the east wall. The room is in the level's middle, in the north.

The treasure on the second floor is in the southeast corner. Although you have to go through several rooms and hallways to get there, it is just south of your start location.



The treasure on level three is near the level's center, in the south.



#### ELIMINATE RANMARU MORI!

Ranmaru is on the first level, and is in the large room with the tatami mats. With Goemon's strength, he isn't difficult to beat, although he is guarded by lots of soldiers. Use Goemon's combo moves to take down multiple enemies, then go in for the kill against Ranmaru when he is pushed back.



#### ELIMINATE NOH!

Noh is on the second floor along the way to the stairs. Initially, two samurai guard her, but any enemies you encountered on this floor but haven't killed follow you into her room. Eliminate Noh quickly using Goemon's combos.



#### ELIMINATE NOH AND RANMARU!

Ranmaru shows up with Noh if you did not defeat him on the first floor. Since his appearance makes this battle tougher, defeat him on level one.

#### NOTE

THE STAIRS LEADING FROM LEVEL TWO TO LEVEL THREE ARE LOCKED EVEN AFTER YOU SNAG THE SECOND TREASURE. TO UNLOCK THEM, KILL TOSHIIE MAEDA.



#### ELIMINATE HANZO HATTORI!

The stairs to level four are guarded by Hanzo Hattori and several ninja. Hanzo is quick and difficult to defeat. Run away when he uses his Musou attack. Use your combos to attack him and his cohorts all at once, and to keep him off balance. When Hanzo retreats, the stairs unlock.

#### ELIMINATE MITSUHIDE AKECHI!

Mitsuhide is fighting Kunoichi when you arrive on level four. The level consists of only two rooms. The room in the back has spiked wall traps that hurt. Fight in the first room. Concentrate your attacks on Mitsuhide. Killing Kunoichi won't end the mission, and makes three new enemy officers spawn in this room. They make the battle even harder, so ignore Kunoichi and concentrate on Mitsuhide.



### Dance of Kyoto



#### Missions

- Attack Keiji Maeda before Okuni does!
- Defeat Keiji Maeda, and protect miscreants!
- Defeat Keiji Maeda, and protect miscreants!
- Defeat Keiji Maeda, and protect miscreants!
- Defeat Keiji Maeda, and protect miscreants!
- Defeat the Oda reinforcements!
- Eliminate Keiji Maeda once and for all!





## ATTACK KEIJI MAEDA BEFORE OKUNI DOES!

When the scenario begins, head to the map's center to attack Keiji Maeda. Fight him before Okuni does. Many guards surround Keiji, so use your combo attack to knock the guards prone, then concentrate your attacks on Keiji.

## CAUTION

KEIJI WILL DEFEAT OKUNI AND YOU LOSE THE SCENARIO IF OKUNI RETREATS. AFTER BEATING KEIJI THE FIRST TIME, RUSH THROUGH THE OTHER MISSIONS THAT ARISE. THE LONGER YOU TAKE IN THIS SCENARIO, THE MORE LIKELY THE ODA REINFORCEMENTS WILL ELIMINATE OKUNI.



## DEFEAT KEIJI MAEDA, AND PROTECT MISCREANTS!

After defeating Keiji, he appears a few minutes later in the south and attacks the miscreant there. Head south and defeat him before he kills the miscreant and your allied Reserve Captain.

Now run to the northwest. A few minutes after you defeat Keiji in the south, he appears in the northwest for a second attack on the miscreants.



Run to the north to await Keiji again. When he appears, defeat him and then run south.

Keiji appears a fourth time in the map's center. Each time he shows up, it is with an entourage of soldiers. Usually, an Oda officer is also with him. Defeat Keiji and any Oda officer supporting him.

## NOTE

FAIL TO PROTECT A MISCREANT AND KEIJI WITHDRAWS. FAIL AGAIN AND THE SCENARIO JUMPS TO THE "ELIMINATE KEIJI MAEDA ONCE AND FOR ALL" MISSION.



## DEFEAT THE ODA REINFORCEMENTS!

A few minutes into the scenario, Oda reinforcements start showing up. A total of nine reinforcements arrive in spurts. Use the map in the info screen to locate them. In order of appearance, they are: Nagachika Kanamori, Hidetaka Kawajiri, Yoshitaka Kuki, Shigemasa Nakagawa, Nagahide Niwa, Yoritake Hachiya,

Hidemasa Hori, Murashige Araki, and Tsuneoki Ikeda. Kill them as you run into them so they don't converge on Okuni. Defeating all nine Oda officers wins the scenario and unlocks the "B" path in "Goemon's Tale."



## ELIMINATE KEIJI MAEDA ONCE AND FOR ALL!

After defeating Keiji and protecting the miscreants four times, head southwest to fight Keiji one final time. Hurry: All the enemies in the scenario are following you and will catch up to you if your battle with Keiji takes too long, making it tougher to beat him. Eliminating Keiji ends the scenario and unlocks the "A" path of scenarios in "Goemon's Tale."

## Alternative Scenarios

After scenario two, "Dance of Kyoto," "Goemon's Tale" splits in two. If you defeated Keiji to end the scenario, then you open the "A" path of scenarios. If you beat the nine Oda officers, you unlock the "B" path instead. In the "A" path of scenarios, Goemon gets "Crossing Iga," "Osaka Intrusion," and "Goemon the Wild." The "B" path consists of "Dance of Osaka," "Dance of Ise," and "Dance of Azuchi Castle."

## Path "A" Crossing Iga



## Missions

- Eliminate Ieyasu Tokugawa!
- Eliminate the ambush party!
- Eliminate the real Ieyasu Tokugawa!
- Eliminate Yasumasa Sakakibara!
- Prevent Ieyasu Tokugawa from escaping!
- Provide support for Magoichi Saika!
- Eliminate Hanzo Hattori!

## ELIMINATE IEYASU TOKUGAWA!



Begin by heading north. Hanzo Hattori is blocking your way. Defeat him and continue. When you reach the stronghold, the door leading farther north is locked. Kill Tadakatsu Honda to unlock the door. Then continue north until you reach Ise Shrine (the stronghold in the northwest). Ieyasu is inside. Defeat him.





## ELIMINATE THE AMBUSH PARTY!

If you eliminate Ieyasu while inside the Ise Shrine, the gates leading out close, trapping you inside. Kill all the enemies inside the shrine and the doors open again. This mission also occurs if you kill Ieyasu outside of the Ise Shrine but then return to it.



## PROVIDE SUPPORT FOR MAGOICHI SAIKA!

Hanzo reappears after the ambush at Ise. He is going after Magoichi. Hop onto Ieyasu's horse and intercept Hanzo. Kill Hanzo before he reaches Magoichi to win the mission.



## ELIMINATE HANZO HATTORI!

Upon completing the "Provide support for Magoichi Saika" mission, Hanzo reappears a third time in the southwest and begins moving rapidly north toward Mitsuhide. Get on a horse and cut west to intercept Hanzo and defeat him. If he reaches Mitsuhide and reduces Mitsuhide's hit points to half, you lose this mission.



## ELIMINATE THE REAL IEYASU TOKUGAWA!

The Ieyasu you defeated was only a decoy. Now two more Ieyasus appear: one in the northeast and another in the south. No matter which one you defeat first, the other always turns out to be the real Ieyasu and begins riding to the south. If he reaches the map's southernmost point, you lose the scenario.

## TIP

TO FIND THE REAL IEYASU, YOU MUST COMPLETE THE "PROVIDE SUPPORT FOR MAGOICHI SAIKA" AND "ELIMINATE HANZO HATTORI" MISSIONS, MEET UP WITH MAGOICHI, AND KILL 100 ENEMY SOLDIERS. THEN, ONE OF THE IEYASUS TURNS INTO BAISETSU ANAYAMA, AND THE REAL IEYASU'S LOCATION IS REVEALED ON THE MINIMAP.



## PREVENT IEYASU TOKUGAWA FROM ESCAPING!

This mission only occurs if you killed the fake Ieyasu. Hop onto a horse and intercept Tokugawa. Don't stop for anything along the way. Eliminate him to win the scenario.

## Osaka Intrusion

### Missions

- Collect the treasures on the first floor!
- Eliminate Kunoichi!
- Search the second floor for the Plover Urn!
- Eliminate Keiji Maeda!
- Eliminate Yukimura Sanada!
- Defeat Hanzo Hattori without making large noises!



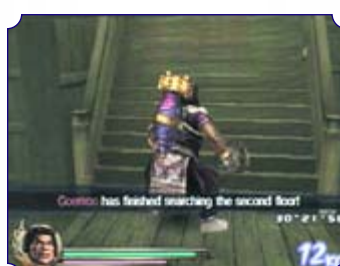
## COLLECT THE TREASURES ON THE FIRST FLOOR!

Collect three Item or Weapon power-ups to unlock the stairs up to the second floor. One treasure is in a room next to your starting location, a second is in the far north, and a third is in the room with the officer, Yasuhara Wakisaka.



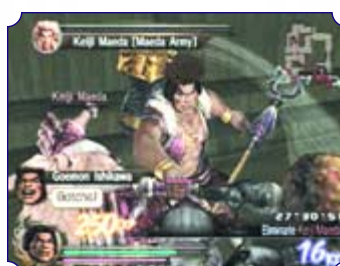
## ELIMINATE KUNOICHI!

On your way to the stairs, Kunoichi attacks you. She is fast, so it is tough to pull off combos without getting interrupted by her attacks. Use your Musou and regular attacks to defeat her.



## SEARCH THE SECOND FLOOR FOR THE PLOVER URN!

The stairs to level three are open to begin with, but if you go up without exploring at least 13 rooms, you fail this mission. Goemon says, "How many rooms are there?" when he has searched the requisite number of rooms. While exploring, you run into half a dozen officers. You do not need to fight them.



## ELIMINATE KEIJI MAEDA!

Head for the stairs to level four. Keiji Maeda is blocking your path. He is attended by several guards. Use your combos to keep Keiji on the defensive and prevent him from attacking you often. Kill his guards to fill up on Musou and power-ups.





## ELIMINATE YUKIMURA SANADA!

Yukimura Sanada is waiting at the stairs to level five. Defeat him to unlock the stairs. Because Yukimura and his ninja guards attack faster than Goemon, avoid getting surrounded, because if that happens, you get hit more often and your combos get interrupted. Just before you reach the stairs, you go through a room with trap barriers that

rise out of the ground. Jump over them rather than breaking through them. By leaving them intact, they act as a barrier that prevents the rest of the level's enemies from following you into Yukimura's room.



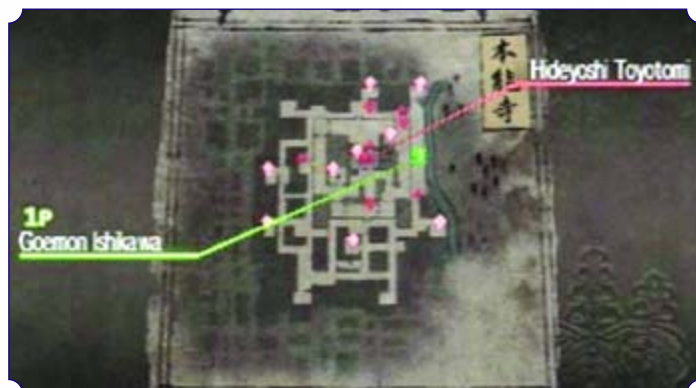
## DEFEAT HANZO HATTORI WITHOUT MAKING LARGE NOISES!

The fifth level is a single room. In a few seconds, Hanzo and two ninja appear. Defeat Hanzo without making any cannon attacks. Don't use Musou attacks, charge attacks, or any combos that end with a cannon blast.

## NOTE

IF YOU BEAT THE SCENARIO BY DEFEATING HANZO WITHOUT MAKING A LOUD NOISE, YOU END "GOEMON'S TALE" AND GET TO WATCH HIS "GET A BIG TREASURE" ENDING CUTSCENE. IF YOU FAILED THE MISSION, YOU PROCEED TO THE "GOEMON THE WILD" SCENARIO, AND GOEMON'S TRUE ENDING, "HAIL TO THE KING."

## Goemon the Wild



## Missions

- Find all treasures in the area!
- Eliminate Ieyasu Tokugawa!
- Eliminate Hideyoshi Toyotomi!
- Ask Okuni or Keiji to help you open the door!
- Rescue Okuni!
- Rescue Keiji Maeda!



## FIND ALL TREASURES IN THE AREA!

Start walking west in a counter-clockwise motion. When you see Kanbei Kuroda, kill him. Behind him is a box with a treasure inside. You must grab eight treasures in all. The map shows the locations of all eight treasure boxes. When you have snagged all eight treasures, the mission to eliminate Hideyori becomes available.



## ELIMINATE IEYASU TOKUGAWA!

Three minutes into the scenario, Ieyasu Tokugawa appears in the southwest corner. Don't rush to him yet because you have other missions to fulfill. But when you eventually reach that southwest corner, kill him and Hanzo to complete the mission. Ieyasu is well-guarded. Use

combos and Musou attacks to take down multiple guards, and concentrate on Ieyasu when you find an opening in his defenses.



## ELIMINATE HIDEYOSHI TOYOTOMI!

After you acquire all eight treasures, go to the south gate of the central fortress. After asking Okuni or Keiji to help you, return to the gate, and rush in after whoever opens it for you. Hideyoshi is surrounded by two dozen samurai and a Reserve Captain. Use your Musou attack

immediately to blow all the enemies to the ground. Rush to Hideyoshi and attack. With Goemon's power, you defeat him easily.



## ASK OKUNI OR KEIJI TO HELP YOU OPEN THE DOOR!

After you get the "Eliminate Hideyoshi Toyotomi" mission, ask Okuni or Keiji to open the south gate for you. Go to the closest character and then head back to the gate. That character should follow you. Don't run far ahead, though, or you will lose them. When Okuni or Keiji arrives at the gate, it opens.



## RESCUE KEIJI MAEDA!

Within five minutes of the scenario, Keiji Maeda appears in the map's northwest corner. Although he is in no real danger, rush over to him to complete this mission. As soon as you complete this mission, run quickly to the southeast.



## RESCUE OKUNI!

Shortly after Keiji appears, Okuni also arrives, but she is on the opposite side of Kyoto in the southeast. She is being attacked by Kunoichi and Yukimura, so rush to her aid immediately. Don't stop to fight any officers or open treasure boxes. If you do not reach her in time, she dies and the scenario ends.

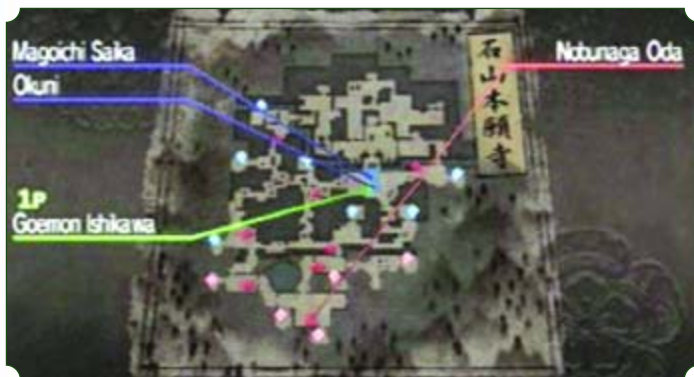


## TIP

WALLS THAT HAVE YOUR WANTED POSTER ON THEM CAN BE DESTROYED BY YOUR CANNON BLAST (GET CLOSE AND PRESS ▲). DO THIS TO CLEAR A PATH THROUGH THE CITY AND STRAIGHT TO OKUNI.



## Path "B" Dance of Osaka



## Missions

- Protect the City of Sakai from the enemy!
- Do not let Oichi's Army advance any farther!
- Do not allow Noh to advance any farther!
- Do not let Nobunaga's Army advance any farther!

### PROTECT THE CITY OF SAKAI FROM THE ENEMY!



You have seven strongholds north of the river to protect. Each is represented by a flashing dot on the minimap, and protected by a Reserve Captain. After a Reserve Captain goes down, control of the stronghold switches to Nobunaga. If three strongholds are taken, you lose the scenario. The best way to protect them is to kill the Oda officers attacking them. The closest is Toshiie Maeda in the east. Kill him and wipe out his troops.



Now head west. Along the way, kill Nagahide Niwa and his soldiers, since they vastly outnumber the Reserve Captain in the center.



Go north to protect the two strongholds in the northwest and kill Koroku Hachisuka.



After securing the northwest, ride south to the river. Kill Kazumasu Takigawa and his troops along the way. Be sure to wipe out every enemy near the southernmost stronghold, since it suffers the most attacks by virtue of being closest to Nobunaga. This mission does not end until Nobunaga is eliminated, but if you kill all the officers north of the river, you will not lose.

## CAUTION

OKUNI AND MAGOICHI PROTECT THE TWO STRONGHOLDS CLOSEST TO NOBUNAGA, BUT THEY CAN'T HOLD OUT LONG. COMPLETE THE OTHER MISSIONS QUICKLY TO END THE SCENARIO.

### DO NOT ALLOW NOH TO ADVANCE ANY FARTHER!



With all of Nobunaga's field officers dispatched, head across the river and kill the Defense Captain. This opens the gate into the west half of Nobunaga's fortress. Go inside where Noh waits. When you see her, your new mission is to stop her advance. After defeating her, kill the nearby Defense Captain, then go through the gates to the east.

### DO NOT LET OICHI'S ARMY ADVANCE ANY FARTHER!



After you beat Nobunaga's officers, Oichi charges from the south and attacks the strongholds near Okuni and Magoichi. If you run into her, you get the mission to stop her advance. Defeat her to win this mission. However, if you go straight for Nobunaga after securing the strongholds in the north, you bypass this mission entirely.

### DO NOT LET NOBUNAGA'S ARMY ADVANCE ANY FARTHER!



After you pass Noh, you encounter Nobunaga, who is on horseback. He is surrounded by soldiers and several Reserve Captains. Defeating him is hard, but use Musou attacks to knock his defenders prone, and then continue with combo attacks to keep them off balance. The scenario ends when Nobunaga is defeated.

## Dance of Ise





## Missions

- Advance, but stay close to Okuni!
- Do not allow any enemy troops to pass!
- Eliminate Ranmaru Mori!
- Eliminate Mitsuhide Akechi!
- Eliminate Hanzo Hattori!

### ADVANCE, BUT STAY CLOSE TO OKUNI!



"X." When you reach the spot, you win the mission.



Escort Okuni to the Escape Point in the northeast fortress. You both start in the southwest corner, but she does not take a direct route to the Escape Point. Instead, she travels in an "N" motion: first north to the Ise Shrine, then east to the doorstep of the north fortress, down to the map's southernmost point, east for a bit, and finally north to the edge of the map. The escape route is represented on the map as a flashing

Make sure you run ahead of Okuni, but don't let her out of your sight. Okuni is quick, so there isn't a lot of waiting around.

## CAUTION

YOU LOSE THE SCENARIO IF OKUNI IS OUT OF YOUR SIGHT FOR MORE THAN ONE MINUTE.



Officers you must kill along the way are Kazumasu Takigawa in the west fortress, Nagahide Niwa below the north fortress, and Nobutada Oda in the east fortress. Be fast and thorough when clearing out all resistance in your path. Okuni has a small entourage of troops, and she can also fight, but you should do most of the work.

### ELIMINATE RANMARU MORI!



Ranmaru Mori is waiting at the steps of the Ise Shrine. Run ahead to eliminate him before he and his troops attack Okuni. A quick Musou attack, followed by two or three swinging combos, defeats him.

### ELIMINATE MITSUhide AKECHI!



Mitsuhide is waiting in the central fortress. He is the strongest officer you face. Eliminate him quickly.

### ELIMINATE HANZO HATTORI!



Hanzo Hattori and several ninja are waiting for Okuni in the southeast. Use Musou attacks and combos to defeat them quickly.

### DO NOT ALLOW ANY ENEMY TROOPS TO PASS!



After you arrive at the Escape Point, Oda soldiers appear at the stronghold south of you and begin attacking. If any reach the "X," you lose the mission. Run down to the stronghold and make swinging combo attacks to catch as many enemies as possible. The enemy soldiers are weak, but plentiful, so keep up the sweeping combos until all enemies are dead. When the last of them is killed, you win the scenario.

## Dance of Azuchi Castle

### Missions

- Eliminate Oichi!
- Defeat Kazumasu Takigawa's unit!
- Eliminate Noh!
- Eliminate Toshiie Maeda!
- Protect Okuni from Keiji Maeda!

No missions exist for level one. Hurry to the stairs to level two. Watch out for the swinging scythe traps, sliding floor blades, and spinning wall razors. Some traps are often paired up in a single room. Avoid these traps or study their patterns before running past them.





## ELIMINATE OICHI!

On level two, you run into Oichi on your way to the stairs. She is guarded by several female ninja and soldiers. She has a fast attack, so use normal attacks and Musou to defeat her.



## Third Level

*On the third level, don't get distracted. There are no missions here. Find your way to the spiraling staircase in the north. Charge through the groups of muskets, swordsmen, and bomb-throwing fire ninja, and go up the stairs to level four.*

## DEFEAT KAZUMASU TAKIGAWA'S UNIT!



On your way to the stairs in level four, kill Kazumasu Takigawa in under a minute or he calls in reinforcements. Nothing else is of interest on this level.

## ELIMINATE NOH!



On the fifth floor you battle Noh on your way to the stairs. She is surrounded by guards. Use your swinging combos and Musou attacks to repel her guards, giving you room to concentrate on attacking her.

## NOTE

UNLIKE NOH, TOSHIIE MAEDA IS NOT ALONG THE PATH TO THE STAIRS. BUT IF YOU RUN INTO HIM, YOU GET A MISSION TO KILL HIM. IGNORE IT UNLESS YOU WANT THE EXPERIENCE.

## PROTECT OKUNI FROM KEIJI MAEDA!



Attack Keiji right away. You have no other enemies to worry about. A Life power-up is in the main room, and a Musou power-up is in the adjacent room. Okuni isn't much help. Use Musou attacks and combos to prevent Keiji from counterattacking. Keiji's own Musou attack is close ranged, so stay away when he is using Musou. Defeat him and you end the game.





## Kunoichi's Tale

### The Battle of Kawanakajima



#### Missions

- ❶ Launch a sneak attack on the enemy main camp!
- ❷ Defend Kaizu Castle!
- ❸ Use the ninja path to get to the main camp!
- ❹ Eliminate Kenshin Uesugi!
- ❺ Proceed to the allied main camp at once!
- ❻ Escort Yukimura Sanada down Mt. Saijo!
- ❼ Eliminate Kenshin Uesugi!

#### LAUNCH A SNEAK ATTACK ON THE ENEMY MAIN CAMP!

At the scenario's start, you must sneak into Kenshin's camp at Mt. Saijo. Follow the southern road until you get to a closed gate guarded by Yoshikiyo Murakami. A few minutes into the scenario, the gate opens. Run through to Kenshin's camp in the bottom of the map. Wait for the gates to open; if you reach Kenshin's camp too early (either by using the ninja path or going in from the west), you fail the mission. You also fail the mission if you wait longer than six minutes to reach Mt. Saijo.



#### NOTE

WHEN YOU ARE RUNNING INTO KENSHIN'S CAMP FROM THE EAST FOR THE FIRST TIME, A HEAVY FOG CONSTRAINS YOUR MINIMAP. CONTINUE DOWN THE PATH. WHEN YOU REACH KENSHIN'S CAMP, YOUR MINIMAP RETURNS TO NORMAL.

#### DEFEND KAIZU CASTLE!



If you failed the sneak attack on Kenshin's camp, Kenshin launches a quick attack at Kaizu Castle. Make sure the officer there, Masanobu Kosaka, does not die. To win this mission, kill the officers leading the attack force: Yoshikiyo Murakami, Yataro Onikojima, and Katsunaga Irobe.

#### USE THE NINJA PATH TO GET TO THE MAIN CAMP!



If you succeeded in the sneak attack, you find that Kenshin isn't there. It's time to run to base, but this time use the ninja path. Go back the way you came, but stop in the middle of the mountain pass. On your minimap there is an "X" that marks the ninja path. When you reach it, you see a cutscene of an enemy ninja jumping over the wall. Use your double jump to follow to the other side. You've discovered the ninja path.

#### ELIMINATE KENSHIN UESUGI!



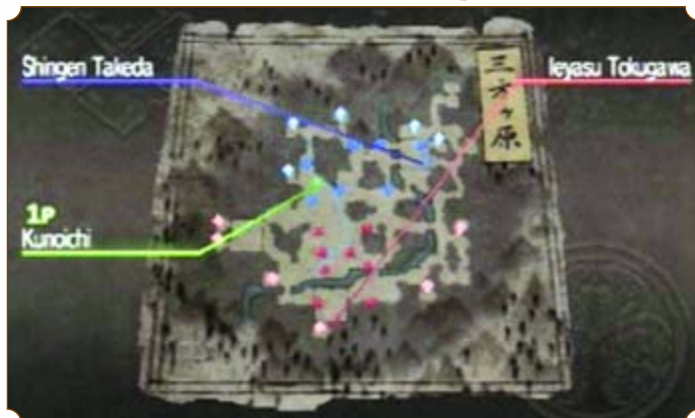
You can get this mission in several ways. If you failed the sneak attack and failed to protect Kaizu Castle, Shingen orders you to eliminate Kenshin for a quick victory. You also get the order to defeat Kenshin after succeeding or failing at either of these missions: "Proceed to the allied main camp at once" or "Escort Yukimura Sanada down Mt. Saijo." In either case, defeating Kenshin ends the scenario in victory.

#### TIP

THE TWO MISSIONS "PROCEED TO THE ALLIED MAIN CAMP AT ONCE" AND "ESCORT YUKIMURA SANADA DOWN MT. SAIJO" APPEAR AFTER THE "USE THE NINJA PATH TO GET TO THE MAIN CAMP" AND "DEFEND KAIZU CASTLE" MISSIONS, RESPECTIVELY. BOTH REQUIRE THAT YUKIMURA ARRIVES AT THE DESIGNATED SPOT. UNFORTUNATELY, YUKIMURA STOPS TO FIGHT EVERY ENEMY IN HIS PATH. UNLESS YOU CLEAR OUT EVERY ENEMY BEFOREHAND, HE WON'T REACH HIS DESTINATION. TO SAVE YOURSELF THE FRUSTRATION, IGNORE THESE TWO MISSIONS, RUN TO KENSHIN, AND ELIMINATE HIM FOR A QUICK WIN.



### The Battle of Mikatagahara





## Missions

- Distract the Tokugawa Army, and prevent their advance!
- Eliminate Tadakatsu Honda's unit!
- Eliminate the fleeing Kazumasu Takigawa!
- Defeat Ieyasu Tokugawa's unit!
- Defeat Hanzo and hide Shingen's death!
- Do not allow Tokugawa officers into the main camp!

### DISTRACT THE TOKUGAWA ARMY, AND PREVENT THEIR ADVANCE!



your start spot. When he runs to that point, you've lured him out and Shingen can spring his trap.

### ELIMINATE THE FLEEING KAZUMASU TAKIGAWA!



As Shingen charges with his cavalry, one of Tokugawa's officers, Kazumasu Takigawa, flees in terror. It turns out he is a spy for Nobunaga, and is running to tell his master about Shingen's strength. Kazumasu appears as a glowing dot on your minimap; you can also find him on the map in the info screen. Run after him and kill him to complete this mission.



### DEFEAT IEYASU TOKUGAWA'S UNIT!

A few minutes after Shingen's charge, Tokugawa retreats from his base at the bottom of the map to the western fortress. Go after and eliminate him. After you defeat Tokugawa, the mission ends in victory.



### ELIMINATE TADAKATSU HONDA'S UNIT!

A minute after Tokugawa begins to move his camp, his best general, Tadakatsu Honda, tries to rally the troops. Shut him up by killing him. Find him with the minimap or info screen and eliminate him.



### DEFEAT HANZO AND HIDE SHINGEN'S DEATH!

Within a minute after signaling his western move, Tokugawa's ninja, Hanzo, assassinates Shingen. There is nothing you can do to stop it. The gates into Tokugawa's camp don't open until almost a minute after his signal. So the best you can do is kill Hanzo and thereby

keep Shingen's death secret. Hanzo starts in the map's northeast corner and runs clockwise around the map's edge. Because his destination is in the west, you have time to catch him. Kill him to complete this mission.

### DO NOT ALLOW TOKUGAWA OFFICERS INTO THE MAIN CAMP!



If you fail to stop Hanzo from delivering the news of Shingen's death to Tokugawa, Tokugawa renews his attack on your main camp. Eliminate Tokugawa to end the mission.

## Gifu Infiltration

## Missions

- Eliminate Goemon Ishikawa!
- Eliminate Ranmaru Mori!
- Eliminate Noh!
- Eliminate Noh and Ranmaru Mori!
- Eliminate Goemon Ishikawa!
- Eliminate Hanzo Hattori!
- Eliminate Mitsuhide Akechi!



### ELIMINATE GOEMON ISHIKAWA!

Kunoichi is on her way to sow dissension in the ranks of Nobunaga's army at Gifu Castle. The first castle level is deserted at first, until you come upon Goemon Ishikawa, who is waiting in your path to the stairs to level two. Goemon is alone so he won't be difficult to beat. Kill him, making the enemy aware of your presence.



### ELIMINATE RANMARU MORI!

Past Goemon but before reaching the stairs to level two, you face Ranmaru, another of Nobunaga's loyalists. He is guarded by a handful of enemies, but nothing overwhelming. Fight him and after he is defeated, head up to the second floor.



### ELIMINATE NOH!

On the second floor, you run into Noh midway through the level. She is surrounded by the most heavily guarded officer you have faced in this scenario. Use Musou attacks to push away her guards, and concentrate attacks on her without the guards bothering you. An ice element weapon that can freeze Noh and her cronies would be a good one to have equipped.





### ELIMINATE NOH AND RANMARU!

If you did not defeat Ranmaru on level one, he fights alongside Noh here. It is better to have beaten him earlier so this battle with Noh is easier.



## Leaving Level Two

When you get to the stairs to level three, they are locked. You have to defeat Toshiie Maeda to unlock it and ascend the stairs.



### ELIMINATE GOEMON!

On the third floor watch out for the four spiked wall traps in the level's beginning. Past these traps, you face Goemon if you did not defeat him on level one. If you did, you don't run into any resistance until midway through the level.



### ELIMINATE HANZO HATTORI!

At level three's end, in the room containing the stairs to the next floor, you must battle Hanzo Hattori. He is guarded by several samurai, but any enemies you faced on this level also follow you into Hanzo's room. You might battle dozens of troops at the same time you fight Hanzo. Use Musou attacks to disrupt Hanzo and repel

enemies when they get too close, and keep him off balance with combos. When you kill him, you can head up to the next floor.



### ELIMINATE MITSUhide AKECHI!

The fourth level is small, consisting of two rooms. Mitsuhide is here and you must defeat him to win the scenario. Don't battle near walls in the second room, as they turn into spiked wall traps if you get close, doing damage to you and throwing you onto the ground. Fight in the first room and use Musou attacks and combos to keep up the pressure

on Mitsuhide and prevent him from counterattacking.

## Rescue at Ueda Castle

### Missions

- Head to the second sublevel quickly!
- Head to the third sublevel quickly!
- Head to the fourth sublevel quickly!
- Head to the fifth sublevel quickly!
- Rescue Yukimura Sanada, and defeat Hanzo Hattori!



### HEAD TO THE SECOND SUBLEVEL QUICKLY!

Hanzo has captured Yukimura Sanada and you must rescue him. Clear the first level. Rush to the blue square on the map, which notes the stairs to the next sublevel. If you run into a dead end with a bamboo-like wall, step on the floor plate next to it to open the sliding door.

### TIP

TO CLEAR A FLOOR IN TIME, GET TO THE STAIRS TO THE NEXT SUBLEVEL IN UNDER THREE AND A HALF MINUTES.



### HEAD TO THE THIRD SUBLEVEL QUICKLY!

On the second sublevel, you start in a rocky outdoor area. Before heading north to go inside the building, go to the left ledges to pick up a Weapon and Item power-up. Rush to the next level, avoiding spike traps on the floor and the many enemies on this sublevel.



### HEAD TO THE FOURTH SUBLEVEL QUICKLY!

Many enemies drop from the ceiling to attack, landing with an explosion that knocks you off your feet. Don't get drawn into protracted fighting. Continue running.



### HEAD TO THE FIFTH SUBLEVEL QUICKLY!

Sublevel five is teeming with enemies and traps. Avoid them and run to the stairs to the next sublevel. Don't worry about filling up your Life and Musou meters if they are low. Quickly make it to the next level.

### RESCUE YUKIMURA SANADA, AND DEFEAT HANZO HATTORI!



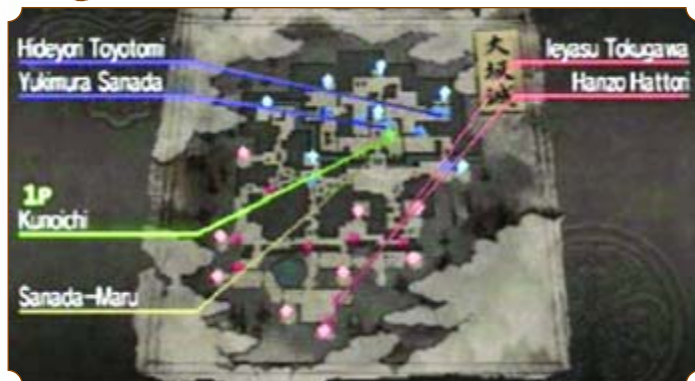
The final level consists of a small winding pathway leading to a garden. Open the barrel in front of you for the Life power-up inside. Kill the enemies that drop before you get to the garden. There is no time limit here and you should kill them so they can't follow you. When you get to the garden, you see Hanzo and Yukimura fighting in a room. Hanzo has split himself into four copies. Rush in and kill all four Hanzos. You can break open a barrel in this room for more Musou, as well. If Yukimura's health drops to less than half, the scenario ends, but you must play an alternate ending scenario.



## Alternative Scenario

Kunoichi's tale forks after the Rescue at Ueda Castle. If you rescued Yukimura at the end of scenario four, "Rescue at Ueda Castle," you get to play "Battle of Osaka—Summer," and see Kunoichi's true ending. If you did not save Yukimura, you must play "Odawara Infiltration." (Note that Kunoichi has three endings, not two. "Siege of Osaka—Summer" has two possible endings, and "Odawara Infiltration" has a third ending.) See the "Siege of Osaka—Summer" scenario strategy for details on how to access the second ending.

## Siege of Osaka—Summer



## Missions

- Lure the enemy advance force to the Sanada-Maru!
- Stop the Tokugawa Army cannon!
- Help Yukimura Sanada return to camp!
- Do not allow Masamune into Osaka Castle!
- Support Yukimura's charge!
- Defeat the Masamune Date Army!
- Assist the Teruzumi Akashi Army!
- Return to the allied main camp before Yukimura!
- Use the ninja path to infiltrate the enemy camp!
- Occupy the Tokugawa supply depot!

### LURE THE ENEMY ADVANCE FORCE TO THE SANADA-MARU!



When the battle starts, you must lure the enemy forces into the range of your cannons at Sanada-Maru. Hurry out of the gates and attack Tadanao Matsudaira and Toshitsune Maeda, who are outside. Keep hitting and running back until they are lured to the Sanada-Maru's front.

### STOP THE TOKUGAWA ARMY CANNON!

After the Sanada-Maru mission, Tokugawa wheels out his own portable cannons, shown as blinking dots on the minimap, and knock off the four drivers. Attack the cannons from behind so you hit the drivers instead of the cannons, which



have more hit points. The cannons are quick, and if one gets into position in the east, you lose this mission, so hurry.



### DO NOT ALLOW MASAMUNE INTO OSAKA CASTLE!

If you destroyed or disabled the Tokugawa cannons, Masamune Date appears soon thereafter. His target is Osaka Castle. Defeat him before he kills Hideyori Toyotomi. Masamune appears in the map's west side and goes northeast.

### DEFEAT THE MASAMUNE DATE ARMY!

If you fail to destroy Tokugawa's cannons, Masamune Date still appears. This time, he starts in the east and cuts west across the map before going north into Osaka and back east to Hideyori.

## TIP

THE "HELP YUKIMURA SANADA RETURN TO CAMP" MISSION ONLY APPEARS IN TWO-PLAYER MODE FOR THE PLAYER WHO IS NOT PLAYING KUNOICHI. IN THIS CASE, YOU MUST ESCORT YUKIMURA TO HIDEYORI. IF YOU FAIL, YOU GET THE "ASSIST THE TERUZUMI AKASHI ARMY" MISSION, IN WHICH TERUZUMI ARRIVES TO REINFORCE YUKIMURA, AND YOU MUST HELP THE ARMY KILL TADAMASA HONDA.

### SUPPORT YUKIMURA'S CHARGE!



If you fail to stop Tokugawa's cannons or if you fail the "Return to the allied main camp before Yukimura" mission, Yukimura has to charge into Tokugawa's camp. Run ahead of Yukimura, making sure to kill any officers and tougher enemies, like Sky and Strike Ninja, before they can get to Yukimura. Make sure Yukimura does not die before he gets to Tokugawa's camp or the game ends. When you are there, you have to kill Ieyasu or Hanzo to end the scenario.



### RETURN TO THE ALLIED MAIN CAMP BEFORE YUKIMURA!

After you destroy the four Tokugawa cannons, Yukimura decides to lead the charge against Ieyasu, but you must convince Hideyori to take the lead instead. That means you need to get to Hideyori before Yukimura does. Yukimura must take the long way around from the west, but you can go into Sanada-Maru, then head to the west wall. Double jump over the crumbling section of wall holding the scaffolding. Run east along the map's north edge to Hideyori. If Yukimura gets to Hideyori before you do, you lose this mission.

### USE THE NINJA PATH TO INFILTRATE THE ENEMY CAMP!



After you talk to Hideyori and Masamune appears, you must infiltrate Tokugawa's camp using the ninja path. Head down to the map's southeast as far as you can go. Behind the officer, Tadaoki Hosokawa, is a high bridge up to which you can double jump. On the



other side is the Tokugawa supply depot. After destroying it, go south into the nook (it is the small cove in the supply depot on your minimap). At the end of it is a low wall onto which you can double jump, and a secret path that curves into Tokugawa's base. This is the ninja path.



## OCCUPY THE TOKUGAWA SUPPLY DEPOT!

When you arrive in the supply depot, you get the mission to destroy it. Killing the officer, Hidetada Toyotomi, accomplishes that.

## Ending the Mission

The mission ends properly if you sneak into Tokugawa's camp through the secret ninja path. Inside, you must battle Hanzo. If you beat him, the scenario ends and you get Kunoichi's true ending, "Flower of the Night." The mission can also end if you storm Tokugawa's base with Yukimura and defeat either Ieyasu or Hanzo there. In that case, you get the "The Unending Battle" ending.



## Odawara Infiltration

### Missions

- Defeat and silence Goemon!
- Defeat Goemon and make him leave!
- Defeat all Date officers!
- Eliminate Ieyasu Tokugawa!
- Eliminate Goemon Ishikawa and Ieyasu Tokugawa!
- Eliminate Hanzo Hattori!

If you did not save Yukimura in scenario four, "Rescue at Ueda Castle," Yukimura is still wounded when he decides to fight Ieyasu on the battlefield one last time. Kunoichi decides to take down Ieyasu before the battle, by infiltrating Odawara.



## DEFEAT AND SILENCE GOEMON!

On the first level, you don't meet any resistance until you get to the large room containing the tatami mats and paper panels. Inside is Goemon. Defeat him and continue to the next level.

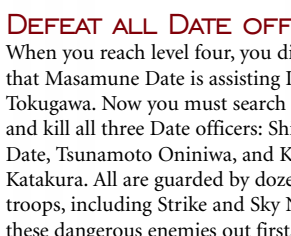
## Getting Out of Level Two

When you are on level two and reach the stairs leading up, you see the way is blocked and guarded by Yasumasa Sakakibara and a dozen ninja. You must kill Yasumasa to unlock the stairs. This is a tough battle. Take out the Sky and Strike Ninja first, because they are most dangerous.



## DEFEAT GOEMON AND MAKE HIM LEAVE!

When you enter level three, Goemon is waiting for you. Defeat him once more and he permanently leaves. Continue to the stairs. As with other Odawara castle maps, this level has five sets of stairs, and only one staircase is the real way up.



## DEFEAT ALL DATE OFFICERS!

When you reach level four, you discover that Masamune Date is assisting Ieyasu Tokugawa. Now you must search the floor and kill all three Date officers: Shigazane Date, Tsunamoto Oniwa, and Kagetsuna Katakura. All are guarded by dozens of troops, including Strike and Sky Ninja. Take these dangerous enemies out first, then kill the officers. When all three foes are dispatched, Masamune appears at the stairs to level four and waits for you. Kill him to open the stairs up to level five.



## DEFEAT IEYASU TOKUGAWA!

When you arrive at level five, you see Ieyasu Tokugawa and two samurai protecting him. He is easy to eliminate. Don't waste your Musou on him. Just use combo moves to finish him off.



## DEFEAT GOEMON ISHIKAWA AND IEYASU TOKUGAWA!

If you ran up the stairs without defeating Goemon on level three, he fights alongside Ieyasu here.



## ELIMINATE HANZO HATTORI!

When Ieyasu goes down, you realize it's been a trick. Hanzo was pretending to be Ieyasu, and now he unleashes his full fury on you. As the cutscene ends, more than a dozen ninja and a like number of muskets surround you. This fight is tough. Use your Musou attacks to take down multiple enemies at once, and lay into the swarm of enemies with your combo attacks. As enemies die, they drop Life and Musou power-ups. Keep using Musou and combo attacks, and stay away from Hanzo when he uses his ranged Musou blast. You kill the ninja, but the victory is too costly, because you know now that Yukimura will lose on the battlefield to Ieyasu.





## Noh's Tale

### NOTE

UNLOCK NOH BY COMPLETING THE RANMARU MORI STORY MODE.



## The Battle of Okehazama



### Missions

- Attack the Imagawa outpost!
- Eliminate the enemies near the Zenshouji Fortress!
- Attack the Imagawa main camp from the mountain pass!
- Eliminate Hanzo Hattori!
- Eliminate Tadakatsu Honda!
- Eliminate all Imagawa officers!
- Defeat the Imagawa Army's elite officers!
- Do not let Hanzo Hattori overtake you!



### ATTACK THE IMAGAWA OUTPOST!

Leave the camp and travel south to the Imagawa outposts. Defeat the Defense Captains at each location to complete the mission.



### ELIMINATE THE ENEMIES NEAR THE ZENSHOUJI FORTRESS!

Travel north across the bridge to reach the Zenshouji Fortress gates. When you arrive, Hideyoshi Hashiba is fighting Ujimoto Katsurayama, who is also your target. You must defeat Ujimoto, a Reserve Captain, and the army to clear this mission.

### ATTACK THE IMAGAWA MAIN CAMP FROM THE MOUNTAIN PASS!

This is a bluff to scare Yoshimoto. Travel along the map's northern edge, then turn south, going through the mountain pass to reach the Imagawa main camp. On the way, you receive a



new mission to eliminate Hanzo Hattori. After entering the camp and fulfilling the mission, turn around and look for Hanzo Hattori.

### ELIMINATE HANZO HATTORI AND DO NOT LET HANZO HATTORI OVERTAKE YOU!



Travel north from the Imagawa camp to find Hanzo Hattori's army, followed by Hanzo. Noh's somersaults are perfect against a ninja like Hanzo, because it keeps him from leaping at you during an attack.



### ELIMINATE ALL IMAGAWA OFFICERS!

While fighting Hanzo, several Imagawa officers show up, including Yasutomo Asahina, Naomori Ii, Nagateru Udon, Munenobo Matsui, and Motonobu Okabe. Use Musou attacks to fireball several targets at once, and check the map to make sure you eliminate every officer except Yoshimoto Imagawa.



### ELIMINATE TADAKATSU HONDA!

Tadakatsu Honda roams the middle of the map with a large army. After eliminating some of the officers in the southeast, grab a horse and gallop across the river to the northwest. Isolate Tadakatsu away from his troops where you can more efficiently line him up for combination attacks.



### DEFEAT THE IMAGAWA ARMY'S ELITE OFFICERS!

If all other enemy officers are off the battlefield, it's time to defeat Yoshimoto Imagawa and finish the "Battle of Okehazama." He may be surrounded by loyal troops at the Imagawa camp, but Yoshimoto is easy to defeat, either alone or in a crowd.

## Siege of Inabayama Castle—Outside





## Missions

- Defeat Bokuzen Ujiie's unit at Sunomata!
- Defeat Morinari's unit at the west lumber storage!
- Guard the Siege Ramp!
- Defeat the Saito blockade unit!
- Defeat all Saito officers!
- Defeat Yoshitatsu Saito's unit!



### DEFEAT BOKUZEN UJIE'S UNIT AT SUNOMATA!

Travel north to defeat Bokuzen Ujiie at Sunomata. After eliminating him, go to the west lumber storage yard.



### DEFEAT MORINARI'S UNIT AT THE WEST LUMBER STORAGE!

Eliminate Morinari Ando at the lumber storage yard in the map's southwest corner.



### GUARD THE SIEGE RAMP!

When the Siege Ramp appears, go east to meet it, then go north to clear enemy troops in front of the rolling ramp. Ittetsu Inaba is the officer in charge; he emerges from the fort with a Reserve Captain and a large force. Focus your attack on Ittetsu and keep pounding him until the Siege Ramp is in position. You do not have to eliminate him to

protect the Siege Ramp; however, you might as well finish the job when the ramp is in position. Defeating Ittetsu and the Reserve Captain seals the stronghold.



### DEFEAT THE SAITO BLOCKADE UNIT!

After the Siege Ramp is in position, Hideyoshi Hashiba goes to the building site, midway up the map's eastern edge. Protect him until you receive word that the lumber has arrived at the building site.

When you receive a report that Yorisada Toki's unit is on the move, track his location on the map. This is the Saito blockade unit. You must defeat him to allow Hideyoshi to build his castle in one day. Yorisada and his army arrive to the northeast—he is in a hurry. Disrupt his movement, then eliminate him.



## NOTE

AFTER HIDEYOSHI COMPLETES HIS CASTLE, THE INABAYAMA GATES SWING OPEN, ALLOWING YOU PASSAGE TO THE NORTH.



### DEFEAT ALL SAITO OFFICERS!

To complete every mission, eliminate the Saito officers before attacking Yoshitatsu Saito. This is not an easy task because the officers are spread out, and each one has a substantial force.

Hironari Hineno is one of the easiest officers to eliminate.



Ranmaru Mori sticks close to Yoshitatsu, and he is your toughest opponent. Use Musou attacks to keep the army at bay. Do not get caught in a crowd, because Noh's somersault kicks take a long time to execute, leaving

her at risk. Run away from the main army and let Ranmaru follow you; attack incessantly.



### DEFEAT YOSHITATSU SAITO'S UNIT!

When his officers fall, Yoshitatsu runs like a scared rabbit for the safety of his castle.



Run him down and eliminate him to finish your last mission and the first part of "Siege of Inabayama Castle."

## Siege of Inabayama Castle—Inside

## Missions

- Defeat Ranmaru Mori!
- Defeat Hanbei Takenaka!
- Defeat Mitsuhide Akechi!
- Defeat Yoshitatsu Saito!





Follow a U-shaped path from the entrance to find Ranmaru Mori. Members of Saito's Army pour into the room, so act quickly to defeat Ranmaru.

**DEFEAT RANMARU MORI!**  
The first floor of the castle is filled with spike traps, so stay light on your feet and be ready to jump when you hear the trap open.



Travel east to reach the stairway to the second floor in the map's northeast corner.



**DEFEAT HANBEI TAKENAKA!**  
The second floor is empty, so all you need to do is survive long enough to find the stairway. Ittetsu Inaba and his friends provide entertainment in the middle of the map.



Watch out for sharpened logs falling from the ceiling. The only indication is a scattering of wood chips on the floor beneath the trap.



room to beat up Ujii's Army and collect a few power-ups.

**NOTE** THERE IS ANOTHER PATHWAY FROM THE MAP'S NORTHEAST CORNER. IF YOU GO SOUTH FROM THE CORNER, YOU FIGHT BOKUZEN UJII BEFORE REACHING THE STAIRS.



Back Hanbei into a corner and pummel him into submission.

Follow the opening hallway through a room with spiked walls. Continue walking back and forth through three parallel east-west hallways until you find Hanbei Takenaka.



**NOTE** EITHER HANBEI TAKENAKA OR MITSUhide AKECHI APPEARS ON THE THIRD FLOOR.

**DEFEAT MITSUhide AKECHI!**



As you work your way east toward the stairs, you encounter elements of the Akechi Army, and eventually, Mitsuhide Akechi reveals himself. This fight takes place in a dangerous hallway with a ceiling trap, and as you move back and forth, the falling spikes level both Noh and Mitsuhide. If you're lucky, you can knock Mitsuhide into the trap and then roll away.

Don't let the Akechi Army bully you. Keep moving and use the narrow hallways to back Mitsuhide into a corner where you can finish him off.



The staircase is located in the map's extreme southeast corner. Follow a zigzag path as you go east and south until you reach a long hallway with windows. Avoid the floor spikes and continue straight ahead to reach the stairs.

**DEFEAT YOSHITATSU SAITO!**

Yoshitatsu and Tatsuoki Saito rush to meet you as you enter the fourth floor. Tatsuoki is no one to worry about, so concentrate on knocking Yoshitatsu off the walls until he expires.





## The Battle of Anegawa



### Missions

- ❑ Rescue Mitsuhide Akechi!
- ❑ Defeat the Asakura Army!
- ❑ Provide support for Keiji!
- ❑ Defend the southeast stronghold!
- ❑ Assist the Tokugawa Army's detour plan!
- ❑ Eliminate Yoshikage Asakura!
- ❑ Eliminate Nagamasa Asai quickly!

### NOTE

THE OUTCOME OF THE "BATTLE OF ANEGAWA" DETERMINES YOUR PATH FOR THE REMAINING SCENARIOS IN NOH'S TALE. IF YOU DEFEAT NAGAMASA ASAI (MISSION SEVEN), YOU PROCEED TO "BETRAYAL AT HONNOUJI" ON THE "A" (UPPER) PATH. IF YOU FAIL TO COMPLETE THE MISSION, YOU ALSO GO TO "BETRAYAL AT HONNOUJI," BUT ON THE "B" (LOWER) PATH.



### RESCUE MITSUhide AKECHI!

You receive multiple orders at this battle's beginning, and it is difficult to sort them out. Rescuing Mitsuhide requires you to defeat Kazumasa Isono and Masazumi Asai. You find both officers on the main bridge in the middle of the map.

### DEFEAT THE ASAKURA ARMY AND ELIMINATE YOSHIKAGE ASAKURA!



Although you are likely to receive the order to "Provide support for Keiji" first, you must drop what you're doing and race to the map's northwest corner to eliminate the Asakura Army (Kagatake and Yoshikage). This mission is time sensitive because the Asakuras try to flee the map. It is a key qualification for the "A" path in Noh's Tale.

### NOTE

YOU MUST GET TO YOSHIKAGE ASAKURA BEFORE HE ESCAPES IN THE MAP'S NORTHWEST CORNER. AFTER HE LEAVES THE MAP, HE DOES NOT RETURN.

### ELIMINATE NAGAMASA ASAI QUICKLY!



This is the second prerequisite for earning the "A" path, but it is not as simple as it seems. Shortly before receiving this mission, Nobunaga says that Oichi's life is in Noh's hands. Actually, this is half right. As Noh, you can defeat Oichi. But, Nobunaga may also do the job without you. Either way, Oichi must survive long enough for you to eliminate Nagamasa Asai. If you are able to defeat Nagamasa immediately, the battle ends. If not, go back to your mission list.



### PROVIDE SUPPORT FOR KEIJI!

If you are unable to defeat Nagamasa Asai in time, race to the bridge to help Keiji. He must survive long enough for the Mino reinforcements to arrive.



### DEFEND THE SOUTHEAST STRONGHOLD!

Watch for enemy movement and go back to the stronghold in the southeast corner if the area is threatened. Kiyotsuna Akao likes to slip into the stronghold unnoticed.

### NOTE

"ASSIST THE TOKUGAWA ARMY'S DETOUR PLAN" REQUIRES THE FOLLOWING CONDITIONS. UNFORTUNATELY, ONE OF THEM GOES AGAINST THE CONDITIONS FOR DEFEATING NAGAMASA AND EARNING PATH "A." YOU MUST MAKE A CHOICE.

- Ieyasu Tokugawa, Yasumasa Sakakibara, and Yoshikage Asakura are alive.
- Mino's reinforcements arrive, or both Azumasa Ishikawa and Tadatsugu Sakai are defeated.

### NOTE

IF YOU DO NOT ELIMINATE NAGAMASA ASAI EARLY IN THE BATTLE, YOU MUST STILL DEFEAT HIM TO CLAIM YOUR VICTORY.



## Betrayal at Honnouji



### Missions

- Head to the main hall before the flames spread!
- Eliminate Nobunaga Oda quickly!
- Escape from Honnouji at once!
- Eliminate Oichi quickly!
- Eliminate Ranmaru Mori!
- Eliminate Mitsuhide Akechi!



### HEAD TO THE MAIN HALL BEFORE THE FLAMES SPREAD!

Defeat the Defense Captain at the gates to the main hall to open the west gate. Go into the main hall within seven minutes of the battle's start to clear this mission.



### ELIMINATE NOBUNAGA ODA QUICKLY!

Shortly after the west gate closes behind you, the main hall's south door swings open. Go through the opening and immediately attack Nobunaga. You have five minutes to defeat Nobunaga. When he falls, a deception is revealed, and although you complete the mission, you find out that Nobunaga is still alive.



### ESCAPE FROM HONNOUJI AT ONCE!

After learning of the plan, leave Honnouji quickly. Several interior gates open, allowing you to escape through the east gate. Avoid the musket fire and pass through the gates to fulfill the mission.



If you're looking for a fight, go to the map's northeast corner and defeat Hideyoshi Hashiba and Keiji Maeda.



Fight off Nobuharu's attacks while you keep the pressure on an elusive Oichi. Eliminate her to complete the mission.

### ELIMINATE OICHI QUICKLY!

Go through the east gate to find Oichi. She has a large army around her, but your biggest problem is Nobuharu Tsuda, who is determined to keep Oichi alive.



Life power-ups scattered around the corners.

### ELIMINATE RANMARU MORI!

Your next target is Ranmaru, who is surrounded by fellow officers south of the main hall. So many enemy troops and officers are here, you may find it difficult to get close enough to Ranmaru to land a kick. Do not let your Life Meter run down. If you are getting low, look for buckets that contain



You may never be able to coax Ranmaru into the open, so keep up a steady stream of Musou attacks to prevent the multitude of enemies from beating you to a pulp. When Ranmaru staggers from a blow, or completes a combination, attack to inflict the greatest damage.

### ELIMINATE MITSUhide AKECHI!

Travel to the map's southwest corner to find your last enemy target, Mitsuhide. The Akechi Army pressures you, so use Noh's agility to stay out of the crowd. Noh's combinations are slow to execute, and you must make constant directional adjustments to keep her kicks aimed at a moving target. Eliminate Mitsuhide, then immediately get away from the enemy troops. All that is left is for Noh to escape, so you don't want to suffer a last-minute defeat in a needless fight.







Travel north along Honnouji's western edge (the second north-south path in from the west), and then wrap around to the northeast corner to reach the Escape Point and complete "Betrayal at Honnouji."

## Gifu Infiltration

### Missions

- ❑ Eliminate Kunoichi at once!
- ❑ Eliminate Magoichi Saika at once!
- ❑ Eliminate Keiji Maeda!
- ❑ Eliminate Kunoichi!
- ❑ Eliminate Ranmaru Mori!
- ❑ Eliminate Magoichi Saika!
- ❑ Eliminate Nobunaga Oda!

### ELIMINATE KUNOICHI AT ONCE!

If you've been holding back your multi-charge attacks, now is the time to break them out. You are constantly surrounded by dozens of enemies; take them out in large chunks if you want to survive and collect power-ups.

Aside from hordes of enemies, one of the most dangerous areas of the first floor is in the map's southwest quarter, where you must negotiate several floor traps in a row. The trick to surviving this is not to panic. When you hear the floor trap engage, you still have time to walk before the floor retracts. This puts you far enough ahead to jump and avoid the spikes. If you jump too soon, you'll land squarely in the middle of the spikes.



Kunoichi is waiting for you at the map's eastern edge, just below the blue square. However, she doesn't hang around long. Attack quickly and with power, or she will bolt. You'll have another chance to fight her, but it is less of a strain on your Life Meter to do it right the first time.



If Kunoichi runs away, chase her down the long westbound hallway into the large room. This is your last stand, because if she makes it out of here, she is gone.



A crowd of enemies is always around you during this fight, so the multi-charge Spin-Spear-Bomb attack is perfect:

■, ■, ■, ▲, ▲. Finish off Kunoichi, then continue to the northeast corner to find the stairs.



### ELIMINATE MAGOICHI SAIKA AT ONCE!

Even more enemies are on this floor. The hall at the map's southern edge, below your exit point for the next staircase, is filled with troops. Use your Musou and multi-charge attacks to clear the room and fill your Musou and Life meters.

Travel to the southwest corner and then go north to find Magoichi almost parallel to your exit point near the map's northern edge.



After you attack Magoichi, he runs south down a long hall and up the stairs. Catch him here or he disappears. Get him off his feet and then keep attacking.



Stay close to Magoichi and don't let him use his ranged attack. Finish him off and then race to the exit point. You need to go back north and then travel east along the map's edge. Watch your timer; you still have two more enemies to eliminate.

### NOTE

LIKE KUNOICHI, YOU WILL HAVE ONE MORE CHANCE TO ELIMINATE MAGOICHI IF YOU FAIL HERE.



### ELIMINATE KEIJI MAEDA!

Just when you think you are headed for another stairway, a sliding wall reveals Keiji Maeda. Jump in with arms and legs flying. If you can stun Keiji with your opening attack, you'll have the momentum to finish him off.





Keiji is not as tough as Kunoichi or Magoichi, but don't take your victory for granted. The key is not to let him use his powerful combinations. When Keiji falls, go to the next room to find the stairway.



## ELIMINATE RANMARU MORI!

Make it through the spike room and follow the hallways to the map's south-west corner, where you find Tsuneoki Ikeda. By now, your timer is slipping into single digits, so don't waste time fighting regular officers.

When you can't go any farther south, go east, snaking back and forth to reach a long hallway with windows. Turn left, avoid the floor traps, and continue past a musket squad to reach another sliding wall panel.



Enter the room to face Ranmaru Mori, your final tune-up before taking on Nobunaga. A few multi-charge attacks make short work of Ranmaru, and raise the barrier to the final staircase.



## ELIMINATE NOBUNAGA ODA!

Nobunaga is tough enough without musket squads lining the room. Work fast before Noh takes too many bullets. Keep Nobunaga off balance with Musou and combination attacks. If you need Life power-ups, check the baskets in the room's corners, but watch out for the wall spikes. Eliminate Nobunaga for a final victory and the conclusion of Noh's Tale.

## Alternative Scenarios

The following scenarios are from the "B" path of Noh's Tale. This path is taken when you fail mission seven ("Eliminate Nagamasa Asai!") in "The Battle of Anegawa."

## Betrayal at Honnouji

### Missions

- Rescue Nobunaga Oda quickly!
- Defeat all enemies attempting to enter Honnouji!
- Escape from Honnouji with Ranmaru Mori!
- Eliminate Mitsuhide Akechi!



## RESCUE NOBUNAGA ODA QUICKLY!

You have three and a half minutes to reach Nobunaga Oda, and of course, there is no direct path. Go to the outer courtyard on the west side and then travel in a clockwise direction to reach the south entrance. Approach Nobunaga to fulfill the mission.



## DEFEAT ALL ENEMIES ATTEMPTING TO ENTER HONNOUJI!

You must defeat Junkei Tsutsui, Shigeasa Akechi, and Nobuharu Tsuda to complete this mission. Time is short and it is difficult to rescue Nobunaga and eliminate all three officers.

However, if you fail to defeat all three within the allotted time, go back to

Nobunaga and protect him from enemy attacks. Eventually, the remaining officers will attack and you'll have a second chance to defeat them, although it will be too late to fulfill the mission.

## ESCAPE FROM HONNOUJI WITH RANMARU MORI!

Enter the street in front of the south gate of Honnouji (approach the gate from the west). If Ranmaru is still alive, he and Noh reconcile and agree that Ranmaru and Nobunaga will escape from Honnouji together after defeating Mitsuhide Akechi.

## ELIMINATE MITSUhide AKECHI!

You must eliminate Mitsuhide after the following conditions are met:

- Meet with Ranmaru Mori.
- Defeat Junkei Tsutsui, Shigeasa Akechi, and Nobuharu Tsuda.
- Ranmaru is still alive.
- Mitsuhide Akechi is still alive.
- Nobunaga Oda joins up with Ranmaru Mori.
- Nobunaga Oda has not yet arrived at the Escape Point.

After eliminating Mitsuhide, proceed to the Escape Point in the map's southeast corner to finish "Betrayal of Honnouji."



## Azuchi Infiltration

### Missions

- ❑ Eliminate Goemon Ishikawa!
- ❑ Eliminate Magoichi Saika!
- ❑ Eliminate Hanzo Hattori!
- ❑ Defeat all Tokugawa officers!
- ❑ Defeat Mitsuhide Akechi while protecting Nobunaga!

### NOTE

THE FOLLOWING WALKTHROUGH HIGHLIGHTS THE LOCATIONS OF ENEMIES AND CRITICAL POWER-UPS. FOR DETAILED ROOM-BY-ROOM SUMMARIES, SEE THE "AZUCHI INFILTRATION" SECTIONS FOR OICHI, SHINGEN TAKEDA, AND MAGOICHI SAIKA.



### ELIMINATE GOEMON ISHIKAWA!

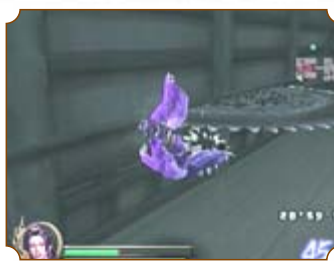
After battling the opening army in the main hall, roll through two hallways with pendulum blades and continue to the northwest corner. Turn to the east and walk toward the next stairway (blue square) to find Goemon.

Although he is a big, lumbering enemy, Goemon can still run, and he wants to get away from you. Chase him down and make him pay for his cowardice. Proceed to the staircase in the map's northeast quarter. Approach the room from the north, along the eastern edge.



### ELIMINATE MAGOICHI SAIKA!

Although you won't find Magoichi on the second floor, there are several enemy officers to battle, so you can stay sharp. When you've had enough fighting, go to the stairs in the southwest corner (the access is from a room to the north).



Explore along the map's southern edge from west to east to find plenty of power-ups. However, the access point to find Magoichi is in the southwest corner, past a potentially painful wall blade.

Follow the hallways past the blade to explore a new map section to the west. Continue to the north to find a narrow hallway leading to a large chamber. Go up the stairs to your left.



You encounter plenty of enemies as you ascend four flights of stairs to the top. Be careful not to let your Life Meter run down because Magoichi is just ahead.



As you turn the corner from the top landing, Magoichi and a large army emerge to greet you. This is a crowded fight, so keep the attacks coming as you wear down Magoichi with combinations and charge attacks.



Outlast Magoichi and his pals, then proceed up the staircase.

### ELIMINATE HANZO HATTORI!

This level is filled with enemy officers, so stay on your guard as you look for Hanzo.



Travel directly across the map, from east to west, to find Hanzo. He runs to the east looking for his Escape Point, so don't fall behind or you will not complete the mission. As in most of the fights of "Azuchi Infiltration," you are surrounded by enemy troops, so it's difficult to avoid taking damage. But, the good news is, Hanzo is also trapped by the crowd. So focus your attacks until he falls.



## TIP

YOUR LIFE METER MAY BE LOW AFTER DEFEATING HANZO, BUT THERE IS HELP. LOOK FOR A FULL LIFE POWER-UP IN THE CORNER OF A ROOM IN THE MAP'S SOUTH-EAST SECTION.



## DEFEAT ALL TOKUGAWA OFFICERS!

Proceed to the staircase to the fifth floor. Mitsuhide Akechi is upstairs, but for now, concentrate on clearing the officers from this level. Toshimitsu Saito is lurking in the hallway west of the staircase. Defeat him and move on to your final battle.

## Officer Locations

*If you fail to eliminate Hanzo Hattori, you must defeat all Tokugawa officers, including Hanzo, before you can leave the floor.*



Yasumasa Sakakibara is in the southwest corner.



Tadatsugu Sakai is just east of the map's middle.



Look for Naomasa Ii just east of Tadatsugu Sakai. Naomasa can be tough, but there is a full Life power-up in the bucket against the west wall.

## NOTE

UNLIKE OTHER OFFICER BATTLES, YOU RECEIVE A LIFE POWER-UP AFTER DEFEATING EACH OFFICER IN "AZUCHI INFILTRATION."



Tadakatsu Honda is next, north of the staircase.



Finally, you have a chance to redeem yourself against Hanzo, who guards the staircase. Beating him now is especially rewarding.

## NOTE

### DEFEAT MITSUhide AKECHI WHILE PROTECTING NOBUNAGA!

YOUR FINAL BATTLE WITH MITSUhide AKECHI IS MODERATELY CHALLENGING. IT IS NOT DIFFICULT TO KEEP NOBUNAGA ALIVE, AND HE HELPS IN THE FIGHT. TAKE ADVANTAGE OF NOBUNAGA'S ATTACKS ON MITSUhide AND FOLLOW THEM UP WITH MULTI-CHARGE ATTACKS. WHEN MITSUhide DIES, "AZUCHI INFILTRATION" AND NOH'S TALE END GLORIOUSLY.





## Ranmaru's Tale

## NOTE

UNLOCK RANMARU MORI BY COMPLETING MITSUhide's STORY MODE.



## Defense of Inabayama Castle



## Missions

- ❑ Defeat the enemy advance force!
- ❑ Defeat enemy unit by the storehouse!
- ❑ Take Sunomata Castle and silence its cannons!
- ❑ Defeat all Oda officers!
- ❑ Prevent Hanbei Takenaka's revolt!



## DEFEAT THE ENEMY ADVANCE FORCE!

Go south and then west to reach the first of two enemy advance forces, Narimasa Sassa. Continue west to reach Katsuei Shibata. After you defeat both officers, the mission is complete.



## DEFEAT ENEMY UNIT BY THE STOREHOUSE!

The storehouse is directly east of your current position, at the map's edge. When the storehouse gates open, charge in and eliminate Koroku Hachisuka.

## TAKE SUNOMATA CASTLE AND SILENCE ITS CANNONS!

Take on the enemies to the south, then travel west to reach Sunomata Castle when you receive word of the cannons. Defeat Hideyoshi Hashiba to secure the castle.



## DEFEAT ALL ODA OFFICERS!

After taking Sunomata Castle, the main gates to the Oda camp swing open. Go south from the castle until you encounter Oichi and Noh. Engage Noh to trigger the mission to "Defeat all Oda officers." Because you've already knocked Noh around a bit, you might as well finish her off. Then check the map for your other targets.

## CAUTION

DEFEAT ALL ODA OFFICERS BEFORE DEFEATING NOBUNAGA ODA, OR YOU FAIL THE MISSION.



## PREVENT HANBEI TAKENAKA'S REVOLT!

Hurry to the map's northern edge to prevent Hanbei Takenaka from entering Inabayama Castle. Wade through the friendly crowd of troops and dispatch Hanbei so you can get to eliminating the Oda officers.



Move south to finish off the Oda officers, beginning with Nagahide Niwa. When all the blue dots (officers) are gone from the map, proceed to the southeast corner to face Nobunaga.



## DEFEAT NOBUNAGA ODA!

After defeating Toshiie Maeda, enter the Oda camp to eliminate Nobunaga. He likes to hide among his Reserve Captain and regular troops, so try a Musou attack to clear a path to your target. When Nobunaga falls, the "Defense of Inabayama" is finished.

## The Battle of Ise



## Missions

- ❑ Eliminate the fortress defense troops!
- ❑ Protect the cannon unit until it can attack!
- ❑ Protect and secure a path for the task force!
- ❑ Occupy all four enemy fortresses!
- ❑ Defeat the enemy commander!
- ❑ Obliterate the Ikko rebels!





## ELIMINATE THE FORTRESS DEFENSE TROOPS!

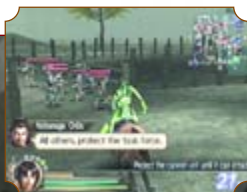
Defeat at least three of the four enemy defense troops guarding the fortresses. They are spread around the map, although the three in the map's southern half are the easiest to reach. Defeat the pilgrim officer at each fortress to take control.

PROTECT THE CANNON UNIT UNTIL IT CAN ATTACK, AND PROTECT AND SECURE A PATH FOR THE TASK FORCE!

## NOTE

YOU RECEIVE THE ORDER TO "PROTECT AND

SECURE A PATH FOR THE TASK FORCE" FIRST, BUT THE TASK FORCE BEGINS MOVING IN THE MAP'S EXTREME NORTHEAST CORNER. AT THE SAME TIME, YOU RECEIVE ORDERS TO PROTECT THE CANNON UNIT, WHICH IS LOCATED NEAR THE BRIDGE. CHECK THE CANNON UNIT FIRST. IF ENEMIES ARE IN THE IMMEDIATE VICINITY, STAY AND FIGHT. WHEN THE AREA IS CLEAR, GALLOP NORTH TO CATCH UP TO THE TASK FORCE. IF THE CANNON UNIT IS IN NO APPARENT DANGER, LEAVE IMMEDIATELY.



Eliminate the enemies on the bridge before Hashiba and his task force move out of the area.



Race to Hideyoshi Hashiba's task force and attack any enemies that threaten its path. The task force should be at the northern fortress by the time you arrive. Eliminate the pilgrim officer and enough enemy troops to allow Hashiba to leave.



Stay with Hashiba until he reaches the outside of the fortress wall, where he starts the fire. This completes your mission.

## CAUTION

WATCH THE MAP. IF THE CANNON UNIT POSITION IS BEING OVERRUN BY ENEMY UNITS, BREAK OFF YOUR ESCORT AND RACE BACK TO HELP.

## NOTE

THE MISSION "OCCUPY ALL FOUR ENEMY FORTRESSES" COMES UP ONLY IF YOU FAIL TO SECURE A PATH FOR THE TASK FORCE.



## DEFEAT THE ENEMY COMMANDER!

Nobunaga is not interested in accepting surrender from Magoichi and Shoukei. He orders Ranmaru to eliminate the enemy commander. You find Shoukei in the central fortress, surrounded by his loyal followers. Defeat Shoukei quickly, because you must then chase down the remaining Ikko rebels.

## OBLITERATE THE IKKO REBELS!



Defeat the rebels before they can escape. Depending on the officers you have already defeated, the rebels include: Tomosada Hattori, Magoichi Saika, fortress defense units at all four fortresses, and three peasant units with pilgrim officers. Eliminate all rebels to fulfill the mission. Even if some rebels leave the map, you still complete the "Battle of Ise" with a victory.

## Betrayal at Honnouji



## Missions

- Prevent the Akechi Army from entering Honnouji!
- Thwart the Akechi Army's fire attack!
- Eliminate Noh!
- Eliminate Mitsuhide Akechi!
- Escape together with Noh!
- Escape together with Oichi!



## PREVENT THE AKECHI ARMY FROM ENTERING HONNOUJI!

While keeping fewer than 30 enemy soldiers from entering the south gate of Honnouji, you must defeat four officers: Toshimitsu Saito, Tadaoki Hosokawa, Hidemitsu Akechi, and Junkei Tsutsui. This is intense fighting, and if you let up, the Akechi Army gets the upper hand. You must concentrate on the officers, because Honnouji is not secure until they are all eliminated.



**NOTE** THIS MISSION LASTS AS LONG AS THE ENEMY OFFICERS LIVE. HOWEVER, YOU HAVE TIME TO THWART THE FIRE ATTACK (PRESENTED IN THE NEXT MISSION) AND THEN COME BACK TO DEFEAT THE REMAINING ENEMY OFFICERS.



## THWART THE AKECHI ARMY'S FIRE ATTACK!

Race to the enemy fire unit and eliminate the Spy Leader before he leads his unit to the field above the east stronghold.



## ELIMINATE NOH!

After Nobunaga meets with Noh, you receive orders to eliminate her when she turns against Nobunaga. Defeat Noh before Nobunaga reaches the Escape Point.

## TIP

TO REACH NOH, USE THE SECOND PATH IN FROM THE OUTSIDE EDGE. GO NORTH AND WRAP AROUND HONNOUJI TO THE SOUTH TO REACH THE COURTYARD WHERE NOH AND NOBUNAGA ARE FIGHTING.



## ELIMINATE MITSUhide AKECHI!

After keeping the enemy forces from entering Honnouji, check on Oichi and Nobunaga. Help them whittle down the enemy forces to a manageable level, then go to Mitsuhide in the map's southwest corner. You must eliminate Mitsuhide before Nobunaga leaves the map, so don't wait long.

## NOTE

AFTER DEFEATING MITSUhide, CONCENTRATE ON THE MASS OF ENEMY FORCES BLOCKING NOBUNAGA'S PATH IN THE SOUTHWEST CORNER. REDUCE THE ENEMIES SO NOBUNAGA CAN CONTINUE TO THE ESCAPE POINT.



## ESCAPE TOGETHER WITH NOH OR OICHI!



If Nobunaga and Ranmaru approach Noh before she betrays Nobunaga, Noh aligns herself with Nobunaga. In this case, Nobunaga must reach the Escape Point while Noh is still alive. However, if you eliminate Noh (as we did earlier), Nobunaga must reach the Escape Point in the map's southeast corner with Oichi still alive to fulfill the mission. Either situation brings "Betrayal at Honnouji" to its victorious conclusion.

# The Battle of Anegawa



## Missions

- Assist the isolated Nagahide Niwa!
- Prevent the enemy from breaking through!
- Rescue the Shibata Army and eliminate the Date Army!
- Thwart Magoichi's sniping attempt!
- Defeat Ieyasu Tokugawa's unit!
- Defeat Mitsuhide Akechi's unit!

## NOTE

THE BATTLE OF ANEGAWA IS A TRANSITION POINT IN RANMARU'S TALE. IF YOU ENTER THE TOKUGAWA MAIN CAMP AND DEFEAT HIDEIMITSU AKECHI BEFORE COMPLETING MISSIONS TWO, THREE, AND FOUR, YOU TAKE THE "A" PATH TO "GIFU INFILTRATION." IF YOU DO NOT COMPLETE THESE ACTIONS, BUT STILL WIN THE BATTLE, YOU TAKE THE "B" PATH TO "DEFENSE OF AZUCHI CASTLE."



## ASSIST THE ISOLATED NAGAHIDE NIWA!

Your only approach to Nagahide Niwa's position is from the north. When you reach the camp, defeat Toshimitsu Saito to free Nagahide. Masachika Matsuda's forces retreat when Toshimitsu falls, but you can still defeat him to earn more experience points.



## PREVENT THE ENEMY FROM BREAKING THROUGH!

Defeat Yasumasa Sakakibara and Keiji Maeda to keep Tokugawa forces from entering the Oda main camp. Naomasa Ii is the first enemy officer you encounter as you work your way north. You have time to eliminate him, although his demise does not satisfy the mission objective.



Yasumasa Sakakibara is next in line as you cross the bridge. Finally, eliminate Keiji Maeda when he comes charging across the bridge on horseback.





## THWART MAGOICHI'S SNIPING ATTEMPT!

As you finish off Keiji, you receive a new mission to stop Magoichi from sniping Nobunaga. Grab Keiji's horse and gallop to the map's southwest corner to confront Magoichi. Eliminate him to complete the mission.



## RESCUE THE SHIBATA ARMY AND ELIMINATE THE DATE ARMY!

Katsuei Shibata's Army is under heavy attack from Masamune Date and Kagesuna Katakura. Eliminate Masamune to rescue Katsuei and fulfill the mission.



## DEFEAT IEYASU TOKUGAWA'S UNIT!

Travel north to Ieyasu Tokugawa's camp. If you fail to stop Magoichi from sniping Nobunaga (pictured here), you will ride into Hanzo Hattori's trap at Ieyasu's camp. With Ieyasu long gone, the gates close behind you. Now, you must defeat Hanzo to open the gates.



## DEFEAT MITSUhide AKECHI'S UNIT!

Ride south to meet Mitsuhide Akechi near the bridge in the map's center. Hidemitsu Akechi and a large army accompany Mitsuhide, so this is a difficult fight. Dispatch Hidemitsu, then concentrate your efforts on Mitsuhide. When Mitsuhide falls, the "Battle of Ane-gawa" is over, and you move on to the "Defense of Azuchi Castle."

## NOTE

IF YOU DEFEAT MAGOICHI SAIKA, THEN DEFEAT MITSUhide AKECHI ON YOUR FIRST ATTEMPT, YOU ADVANCE TO PATH "A" AND "GIFU INFILTRATION."

## Gifu Infiltration

### Missions

- Eliminate the enemy ninja unit!
- Eliminate Hanzo Hattori!
- Eliminate Kunoichi!
- Eliminate Magoichi Saika!
- Eliminate Keiji Maeda!
- Eliminate Mitsuhide Akechi!

## ELIMINATE THE ENEMY NINJA UNIT!



Fight through a crowd in the opening hallway, then follow a series of twists and turns over several floor traps as you travel east to a large hall filled with ninja. You must eliminate the entire ninja unit, which is no easy task because the ninja are everywhere. Use repeated Musou attacks until the last ninja falls.



## ELIMINATE HANZO HATTORI!

After eliminating the ninja unit, Hanzo Hattori bursts on the scene. Keep the battle inside the large room where there are no traps. If the fight spills out into the hallway, you have to deal with a ceiling timber trap in addition to Hanzo.

Continue traveling east down a long hallway filled with enemies. Turn north when you reach the hall's end, and exit through the double doors to find the stairs. Leap over a floor trap just before the doors.

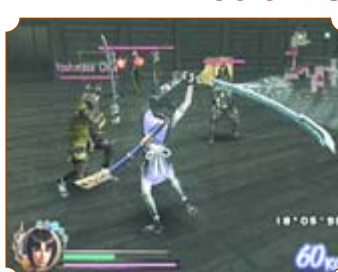


## ELIMINATE KUNOICHI!



Go north and then west to find Kunoichi's room. This enemy is nimble and quick, so keep moving and use Musou strikes to slow her down long enough to finish the job.

## ELIMINATE MAGOICHI SAIKA!



Continue west and then travel north to reach a large room guarded by Yoshimasa Oka. Defeat him and his troops (don't forget the muskets) to collect power-ups. Continue to the map's northeast corner to find a sliding wall panel that reveals Magoichi Saika.

Defeating Magoichi is tough enough, but you must also deal with wall spike traps that trigger when you get close to the walls. Look for a Life power-up in the corner if your Life Meter gets low. Finish off Magoichi, then use the stairs to reach the next floor.







## ELIMINATE KEIJI MAEDA!

The most interesting trap on this floor is a hallway filled with wall spikes. Avoid injury by running down the middle of the room.



Your toughest encounter on the way to Keiji Maeda in the southeast corner is with Toshimitsu Saito and his army in a large room in the middle of the map. If Ranmaru's Life Meter dives here, use a Musou attack every time your meter charges up until you gain the upper hand. There are no Life power-ups here, but you can defeat a musket squad in a hall east of this room to get a 50 percent boost.



A large army blocks your way to Keiji Maeda when you reach the room with the disappearing wall panel. But this is a blessing, because you can fully recharge your Life Meter with a good performance here. Enter the room and take out your frustrations on Keiji to gain access to the stairway that leads directly to Mitsuhide.



## ELIMINATE MITSUhide AKECHI!

Mitsuhide's room is filled with wall spikes, but you can avoid them long enough to collect a Life power-up in the corner.



Mitsuhide has great defensive skills, and he seemingly comes back from the dead several times before you can finally defeat him. Try rolling away and attacking from behind, or using jump attacks to avoid his strikes. When you finally win the fight, Ranmaru's Tale comes to an end.

## Alternative Scenarios

"Defense of Azuchi Castle" represents the "B" path for Ranmaru's Tale. This is reached by failing to stop Magoichi from sniping Nobunaga in "Battle of Ane-gawa."

## Defense of Azuchi Castle

### Missions

- Eliminate the assassin on the second floor!
- Eliminate the assassin on the third floor!
- Eliminate the assassin on the fourth floor!
- Eliminate the assassin on the fifth floor!
- Eliminate the assassins and protect Nobunaga!

## CAUTION

IT IS POSSIBLE TO FIND THE STAIRS TO THE NEXT FLOOR WITHOUT DEFEATING AN ASSASSIN.

HOWEVER, AFTER YOU USE THE STAIRS YOU CANNOT GO BACK, AND YOU FAIL THE MISSION FOR THE PREVIOUS FLOOR.



## ELIMINATE THE ASSASSIN ON THE SECOND FLOOR!

The first floor is free of assassins, so race to the stairway in the northeast corner without looking for trouble. Plenty of enemies are after you, so fight enough to take maximum Life and Musou meters to the second floor.

Magoichi is the first assassin, but you also have two officers to battle, if you choose. Shigetomo Suzuki is in the middle of the map's northern edge, and Yoshimasa Oka is in the northeast corner. You only earn Experience Upgrades for defeating officers. Both Shigetomo and Yoshimasa have substantial armies in tow, and because this is the final battle of Ranmaru's Tale, don't risk serious damage.



Approach Magoichi from the map's northeast corner. Travel south past two floor blade traps, then follow the corridor to the right. Go through the double doors to reach Magoichi's Muskets. Magoichi is in the next room.



If Magoichi comes out of his room, keep in mind you have to deal with the muskets while you are fighting him. You'll fare better if you take out the muskets first, then concentrate on Magoichi.



The path to the next staircase is in the map's southwest quarter. Your only access to this area is by traveling south near the western border (not on the edge, but one hallway to the east), and then moving toward the staircase (blue dot) when you reach the corner.



## ELIMINATE THE ASSASSIN ON THE THIRD FLOOR!

Make your way to the map's southeast corner and then travel north along the eastern edge (the only wall with windows).





Now, you must find a series of stairs and landings that lead you to the staircase that goes to the fourth floor. Go back through the map's center to find a narrow, northbound hallway that empties into a large chamber west of the blue dot on the map. Look for a staircase in the room's extreme left corner and take it up to the first landing.



Go through the double doors and turn left to find Kunoichi and a medium-size squad of supporters. You will overpower Kunoichi early in the battle, but at one point she unleashes a devastating combination attack that can drop your Life Meter like a stone. Survive her late barrage and you should be fine.



Continue up the stairs as you climb and travel clockwise around the room. Many powerful enemies are on the stairs and landings, including Wind and Fire Ninja and muskets. You need full Life and Musou meters if you want to survive Keiji Maeda, who is waiting on the next level, so fight your way up the stairs. Don't proceed to the next level until you are maxed out.



## ELIMINATE THE ASSASSIN ON THE FOURTH FLOOR!

Turn right and go through the double doors, then keep moving to the right through two more sets of double doors to find Keiji Maeda. This is a nasty fight; don't take its outcome for granted. Keiji's combinations are extremely powerful, and they come often, especially toward the end of the battle. Resist the urge to fight toe-to-toe, especially when your Musou meter is low. Roll back and forth until you get a good angle of attack (either from behind or from the side).

## TIP

IF YOUR LIFE METER IS LOW AND YOU USED A MUSOU ATTACK, GO THROUGH THE DOUBLE DOORS AND SMASH THE BOX TO COLLECT A FULL MUSOU POWER-UP.



After defeating Keiji, go all the way to the map's western edge and then go north to find the staircase to the fifth floor.

## ELIMINATE THE ASSASSIN ON THE FIFTH FLOOR!



hallway with a floor blade, then turn left to reach the staircase to the final floor.

This floor is filled with ninja, but the only one who matters is Hanzo Hattori in the map's northeast corner, directly above the blue dot. Hanzo is actually an easier foe to defeat than Keiji, but he is still dangerous, especially when he attacks from the air. Try to catch him while he is airborne. After eliminating Hanzo, go south down a narrow

## ELIMINATE THE ASSASSINS AND PROTECT NOBUNAGA!



For your grand finale you must defeat all four assassins you faced earlier. Nobunaga is in your corner, but when two assassins gang up on you, it gets scary.

## TIP

THE BARRELS CONTAIN LIFE POWER-UPS.



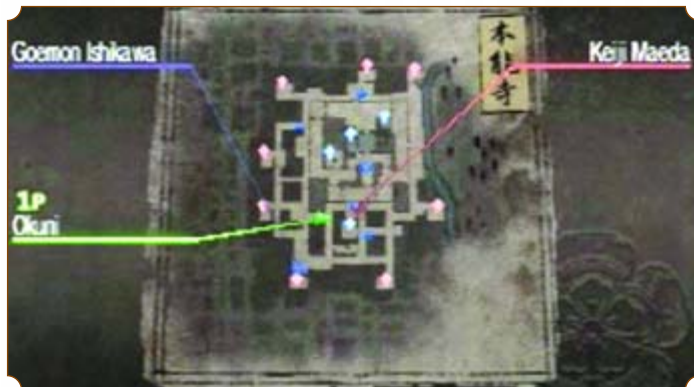
With Nobunaga's help, defeat all of the assassins to finish Ranmaru's Tale with a glorious victory!





## Okuni's Tale

## Dance of Kyoto



## Missions

- Defeat Keiji Maeda, and protect the miscreants!
- Defeat Keiji Maeda, and protect the miscreants!
- Defeat Keiji Maeda, and protect the miscreants!
- Defeat Keiji Maeda, and protect the miscreants!
- Defeat the Oda reinforcements!
- Eliminate Keiji Maeda once and for all!

## NOTE

MANY OF THE SCENARIOS IN OKUNI'S TALE ARE THE SAME AS THE ONES IN GOEMON ISHIKAWA'S "B" PATH, BUT PLAYED FROM OKUNI'S PERSPECTIVE.



At the scenario's start, head for the map's center, where Keiji battles a miscreant. Although you do not have a mission to defeat him yet, beat him now. The rest of the missions don't start until Keiji gets beaten here.



### DEFEAT KEIJI MAEDA, AND PROTECT THE MISCREANTS!

After you defeat Keiji, he reappears south of you and begins fighting the miscreant and Reserve Captain there. Defeat him before he kills the miscreant. Okuni attacks fast but does poor damage. However, her combo where she bats the enemy into the air, then throws

her umbrella in a circle, is powerful. Use that as often as you can. It takes several such combos to beat Keiji, but if you catch him in the combo, he can't attack, and it does great damage to nearby enemies at the same time.



### DEFEAT KEIJI MAEDA, AND PROTECT THE MISCREANTS!

After you defeat Keiji in the south, he reappears in the northwest, unless one of Oda's officers has already defeated the miscreant there. If Keiji does appear, run up and defeat him again.



### DEFEAT KEIJI MAEDA, AND PROTECT THE MISCREANTS!

The third time Keiji reforms is in the north. Use your combos to defeat him.



### DEFEAT KEIJI MAEDA, AND PROTECT THE MISCREANTS!

Keiji now appears in the central fortress. Defeat him, then rush to the southwest.



### DEFEAT THE ODA REINFORCEMENTS!

When the first "Defeat Keiji Maeda and protect the miscreants" mission occurs, Oda reinforcements begin arriving on the map to support Keiji. Nine officers arrive: Nagachika Kanamori, Hidetaka Kawajiri, Yoshitaka Kuki, Shigemasa Nakagawa, Nagahide Niwa, Yoritaka Hachiya, Hidemasa Hori, Murashige Araki, and Tsuneoki Ikeda. They appear

in various locations. Use your minimap or the map in the info screen to locate them. Kill them as you encounter them for experience, and to prevent them from attacking Goemon. When you kill all nine, you complete this mission.

### ELIMINATE KEIJI MAEDA ONCE AND FOR ALL!



This mission appears after you complete the fourth "Defeat Keiji Maeda and protect the miscreants" mission. Although Keiji appears in the southwest, he begins moving toward Goemon. Catch him before they fight because you lose the scenario if Goemon dies. Attack Keiji quickly, using combos to damage and daze him. Defeating Keiji ends the scenario.



## Dance of Osaka



### Missions

- Protect the City of Sakai from the enemy!
- Do not let Oichi's Army advance any farther!
- Do not allow Noh to advance any farther!
- Do not let Nobunaga's Army advance any farther!

### PROTECT THE CITY OF SAKAI FROM THE ENEMY!



Seven strongholds protect the area north of the river. If Nobunaga's Army takes three of them, you lose the scenario. If you defeat the officers leading the Oda attack, however, you can secure the strongholds. Attack Toshiie Maeda in the east. Take his horse.



Next, ride west and attack Nagahide Niwa. Then head north to attack Koroku Hachisuka and secure the two strongholds in the northwest. Kill all enemy troops before heading south.



Go south to the river, kill Kazumasu Takigawa, and eliminate any remaining enemy troops at this west stronghold. Next, ride east, defeating Nobumori Sakuma. With these officers gone, your strongholds should be safe.

### DO NOT LET OICHI'S ARMY ADVANCE ANY FARTHER!



Once you defeat all these officers, the main gate into Nobunaga's fortress opens and Oichi comes out to attack the strongholds along the river. Intercept and defeat her. Oichi can match Okuni's speed of attack, so use Musou attacks and combos to defeat her.



### DO NOT ALLOW NOH TO ADVANCE ANY FARTHER!

Noh waits in the southwest. To reach her, attack the Defense Captain guarding the gate southwest of the river. Go inside the west fortress behind the gate. When you see her, you get the mission to stop her advance. Defeat her to win the mission.

### DO NOT LET NOBUNAGA'S ARMY ADVANCE ANY FARTHER!



When Oichi is defeated, all gates into Nobunaga's stronghold open and he rides out with dozens of soldiers. Intercept him and attack. If he kills Goemon or Magoichi, you lose the scenario. When you close in on Nobunaga, destroy the enemies around you. Your charge attack is especially good at clearing away a circle of enemies. When you have room, concentrate on Nobunaga and defeat him with combos.

### NOTE

YOU CAN DEFEAT NOBUNAGA EARLIER IN THE MISSION. FOLLOW THE STEPS TO DEFEAT NOH, THEN KILL THE DEFENSE CAPTAIN EAST OF HER, WHICH OPENS THE WEST GATE INTO NOBUNAGA'S STRONGHOLD. WALK IN AND DEFEAT HIM TO END THE SCENARIO.

## Dance of Ise



### Missions

- Advance, but stay close to Goemon!
- Eliminate Ranmaru Mori!
- Eliminate all enemies except Ranmaru Mori!
- Eliminate Mitsuhide Akechi!
- Eliminate all enemies except Mitsuhide Akechi!
- Eliminate Hanzo Hattori!
- Eliminate all enemies except Hanzo Hattori!



## ADVANCE, BUT STAY CLOSE TO GOEMON!



Escort Goemon from your southwest starting location to the Escape Point in the northeast. Goemon walks an "N"-shaped path. First he goes north, then east, then south, then east, and finally north again. Along the way, he passes the west fortress and the Ise Shrine. Then he walks to the foot of the north fortress, goes down through the central and south fortresses, and then up through the east fortress.



Stay within sight of Goemon. If you are away longer than a minute, you lose this mission and Goemon stops walking to the Escape Point. If that happens, kill all Oda officers on the map to set Goemon right.



Run a few steps ahead of Goemon and kill large groups of enemy troops that you encounter. Goemon is good about running through enemies and not stopping to fight, but if a huge group of troops are waiting for him, he gets injured while walking through them. If he dies, the scenario ends.



When you reach the Escape Point, Goemon tells you to go ahead while he holds off the Oda reinforcements. The scenario then ends.

## ELIMINATE RANMARU MORI!



When you reach Ise Shrine, Ranmaru Mori and more than a dozen troops block the gate. Blast through them with a Musou attack and combo. Goemon doesn't stop to fight them. When you have cleared a path, continue after Goemon. You don't have to defeat Ranmaru, although you get experience for doing so. If you run away from Ranmaru, you lose this mission.



## ELIMINATE MITSUhide AKECHI!

Mitsuhide waits for you at the north gate of the central fortress. He also has lots of guards. Knock them down with Musou and combo attacks to clear a path for Goemon. Defeat Mitsuhide quickly. If you lose sight of Goemon, leave Mitsuhide.



## ELIMINATE HANZO HATTORI!

At the southeast, Hanzo appears with a dozen ninja and attacks Goemon. If you are ahead of Goemon, you can defeat Hanzo and prevent him from doing damage to Goemon. Use Musou attacks to level his ninja, then concentrated combos.

## Dance of Kawanakajima



## Missions

- Perform a dance at Mt. Chausu!
- Go and meet Shingen Takeda!
- Go and meet Kenshin Uesugi!
- Eliminate Kenshin Uesugi!
- Defeat all officers except Shingen Takeda!
- Eliminate Yukimura Sanada!
- Eliminate Shingen Takeda!
- Defeat all officers except Kenshin Uesugi!
- Escape into Kaizu Castle!
- Eliminate Kunoichi!
- Defeat all officers except Yukimura Sanada!
- Defeat both the Takeda and Uesugi commanders!



## PERFORM A DANCE AT MT. CHAUSU!

The armies of Kenshin and Shingen are locked in an epic battle. Okuni thinks a dance might lighten their spirits. Go to Mt. Chausu in the northwest and kill Yorinobu Takeda to claim the stage. If you go anywhere but Mt. Chausu, you fail this mission and go directly to the "Defeat both the Takeda and Uesugi commanders" mission.



## GO AND MEET SHINGEN TAKEDA AND GO AND MEET KENSHIN UESUGI!



The dance does not work, so Okuni decides to appeal to Kenshin and Shingen personally. You must choose between the two. If you complete the "Go and meet Shingen Takeda" mission, then the "Go and meet Kenshin Uesugi" mission fails, and vice versa. To complete the mission, walk up to the warlord in question. Both warlords and their guards attack you on sight, so run into the respective camp, complete the mission, and run out.



## ELIMINATE KENSHIN UESUGI!

If Okuni talks to Shingen, she falls in love and decides to curry his favor by eliminating Kenshin. Head southwest to his camp and defeat him in battle. When Kenshin goes down, you win the scenario.



## ELIMINATE YUKIMURA SANADA!

If Okuni talks to Kenshin, she decides to eliminate Yukimura to win Kenshin's affection. Use the map in the info screen to locate Yukimura and battle him. Ignore Kunoichi; she flees when Yukimura goes down.



## ELIMINATE SHINGEN TAKEDA!

If you succeeded in eliminating Yukimura, then the next step is to defeat Shingen on behalf of Kenshin. Hop on Yukimura's horse and ride to the northeast. When Shingen retreats, you win the scenario.



## ESCAPE INTO KAIZU CASTLE!

When you begin fighting Yukimura, you also get a mission to flee to Kaizu Castle. To complete "Escape into Kaizu Castle," stop fighting and run to Kaizu in the east. If you make it to Kaizu, then you fail the "Eliminate Yukimura Sanada" mission. Defeating Yukimura loses this mission.

## ELIMINATE KUNOICHI!

If you successfully fled to Kaizu, then Kunoichi appears and begins attacking you. She can match Okuni's quickness, so use combos and Musou to defeat her.



## DEFEAT BOTH THE TAKEDA AND UESUGI COMMANDERS!

After defeating Kunoichi, Okuni decides to make both the Takeda and Uesugi armies stop fighting. Eliminate both Shingen and Kenshin. When both retreat, the scenario ends in victory.

## Special Endings

After beating Okuni's Story mode once, replay this scenario to get the special endings for Shingen, Kenshin, and Yukimura.

After killing Kenshin on behalf of Shingen, you get the mission "Defeat all officers except Shingen Takeda!" Kill all officers except Shingen to end the scenario and get Shingen's special ending.

If you completed the mission "Eliminate Shingen Takeda!" you get the "Defeat all officers except Kenshin Uesugi!" mission. Complete that to win the scenario and play Kenshin's special ending.

If you finished the "Defeat both the Takeda and Uesugi commanders" mission, you get the mission "Defeat all officers except Yukimura Sanada!" Kill all remaining officers except Yukimura to get his ending.



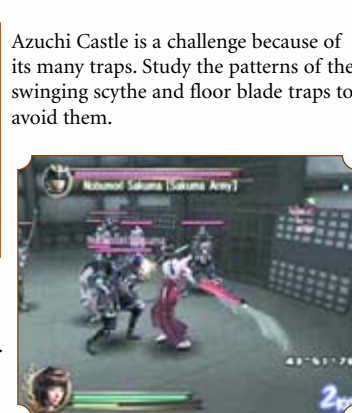
## Dance of Azuchi Castle

### Missions

- Eliminate Oichi!
- Defeat Kazumasu Takigawa's unit!
- Eliminate Noh!
- Eliminate Toshiie Maeda!
- Protect Goemon Ishikawa from Keiji Maeda!



When exploring level one on your way to the stairs to level two, you come to a dead end guarded by Nobumori Sakuma. Kill him to open a secret door that lets you continue to the end of the level.



Azuchi Castle is a challenge because of its many traps. Study the patterns of the swinging scythe and floor blade traps to avoid them.





## ELIMINATE OICHI!

After defeating Nobumori Sakuma, you run into Oichi before the stairs. Defeat her to gain experience, or ignore her and continue up to the stairs.

**NOTE** LEVEL TWO HAS NO MISSIONS. BATTLE KATSUIE SHIBATA ON THIS FLOOR FOR EXPERIENCE, OR RUN PAST HIM TO ASCEND THE STAIRS TO LEVEL THREE.

## ELIMINATE TOSHIIE MAEDA!



On level three, Toshiie is out of the way, so if you go for the exit, you won't run into him. If you explore and encounter him, defeat him to win this mission. When moving to the stairs to level four, you run into Nagahide Niwa, although there is no mission to kill him.



## CAUTION

THE STAIRS FROM LEVEL THREE TO LEVEL FOUR ARE AT THE TOP OF A HUGE SPIRAL STAIRWELL, GUARDED BY MUSKETS AND FIRE NINJA. RUSH PAST THEM SINCE THEY WILL DO DAMAGE TO YOU IF YOU STAY TO FIGHT THEM.

## DEFEAT KAZUMASU TAKIGAWA'S UNIT!



On level four, kill Kazumasu as soon as you see him. If you don't defeat him in one minute, he calls reinforcements, including more soldiers and Sky Ninja.

## ELIMINATE NOH!



Standing in your path to the stairs to level six is Noh. She is protected by many sergeants and ninja. Use your Musou to knock them down, then attack Noh with combos.

## PROTECT GOEMON ISHIKAWA FROM KEIJI MAEDA!



On the sixth level, Goemon interrupts your meeting with Keiji. The two begin fighting. Protect Goemon by attacking Keiji. This level consists of just two rooms. The central room has a barrel containing a Life power-up, while the adjacent room has a Musou power-up in a barrel. Use your combo to bat Keiji into the air and do continuous damage to him, preventing him from attacking you in turn. When Keiji is defeated, the scenario ends.

## Alternative Endings

*If Goemon is alive when you defeat Keiji, you get the "Sudden Love Story" ending. However, if Goemon is routed when you beat Keiji, you see "Last Dance in Azuchi" instead.*







## Masamune's Tale

### Kawanakajima Campaign



#### Missions

- Defeat the Takeda Army first!
- Defeat the Takeda Army commander Shingen Takeda!
- Defeat Kagetsuna Nao's unit!
- Defeat the Kosaka Army before it joins the main force!
- Defeat the Uesugi Army first!
- Defeat the Uesugi Army commander Kenshin Uesugi!
- Form a Pincer with Yukimura and defeat Kenshin!

#### DEFEAT THE TAKEDA ARMY FIRST!



When you begin this scenario, Masamune Date decides to attack both Shingen Takeda and Kenshin Uesugi. You receive the "Defeat the Takeda Army" and "Defeat the Uesugi Army" missions at the same time and must choose one because you can't do both. The Takeda officers are closer to your start location in Zenkouji (northwest), so attack one of them. You only need to defeat one Takeda officer to fulfill the mission.

#### NOTE

IF IT IS HARD TO DISTINGUISH WHICH OFFICER BELONGS TO WHICH ARMY, LOOK AT THE MAP IN THE INFO SCREEN, OR REMEMBER THAT TAKEDA OFFICERS HAVE RED NAMES AND UESUGI OFFICERS HAVE YELLOW NAMES.

#### DEFEAT THE TAKEDA ARMY COMMANDER SHINGEN TAKEDA!



When you commit to attacking Takeda first by defeating a Takeda officer, you receive the mission to eliminate Shingen Takeda. Shingen is in the map's northeast corner. Run quickly up to him and begin your attack. Shingen is surrounded by dozens of guards and several officers. Concentrate your attacks on Shingen. Your Musou attacks are most effective. If you need more Musou, attack Shingen's guards to fill up your

Musou meter, then return to hitting Shingen.



#### DEFEAT KAGETSUNA NAO'S UNIT!

After you force Shingen to retreat, turn your attention to Kenshin. However, one of his officers, Kagetsuna Nao, arrives at Zenkouji in the northwest to reinforce him. Ride up to Zenkouji and kill Kagetsuna.



#### DEFEAT THE UESUGI ARMY FIRST!

If you choose to attack the Uesugi Army first, head southeast and attack. There are half as many Uesugi officers as Takeda officers, and they begin in the south at Mt. Saijo. But since they are running north to meet with the Takeda Army, you should run into them in the southwest. Kill the first Uesugi officer you see and that fulfills this mission.



#### DEFEAT THE UESUGI ARMY COMMANDER KENSHIN UESUGI!

If you defeated a single Uesugi officer, your next mission is to defeat Kenshin Uesugi himself. He is in the southwest. Ride or run down to him and kill him quickly. He is surrounded by his men. Only attack them if you need to fill your Musou meter. Otherwise, attack him directly.

#### DEFEAT THE KOSAKA ARMY BEFORE IT JOINS THE MAIN FORCE!



After you defeat Kenshin Uesugi, reinforcements arrive to bolster Shingen Takeda as he presses the attack against you. Kill the reinforcing officer, Masanobu Kosaka, before he joins up with Shingen in the Takeda camp in the northeast. Masanobu starts at Kaizu Castle in the east, so hop on a horse and ride to intercept him as quickly as possible.

#### NOTE

IF AT ANY TIME KENSHIN UESUGI AND YUKIMURA SANADA BEGIN FIGHTING EACH OTHER, YOU GET A MISSION TO SUPPORT YUKIMURA IN A PINCHER ATTACK. IF THIS SITUATION ARISES, RUSH TO YUKIMURA'S AID AND ATTACK KENSHIN.

#### NOTE

THIS SCENARIO ENDS ONLY AFTER YOU KILL BOTH SHINGEN TAKEDA AND KENSHIN UESUGI.



## Okehazama Campaign



### Missions

- Eliminate Yoshimoto Imagawa!
- Eliminate Nobunaga Oda!
- Do not allow Hideyoshi to join up with Nobunaga!
- Eliminate Ieyasu Tokugawa before he escapes!
- Eliminate Nobunaga Oda!
- Eliminate Oichi!
- Prevent Ieyasu Tokugawa from joining up with Hanzo!

#### ELIMINATE YOSHIMOTO IMAGAWA!



With Kenshin and Shingen eliminated, Masamune's biggest rivals are now Nobunaga Oda and Yoshimoto Imagawa. You must destroy them both. You get the missions to "Eliminate Imagawa" and "Eliminate Oda" at the same time in the beginning of the scenario. Depending on whom you kill first, you get different subsequent missions. Yoshimoto is close, so head southeast to attack him. Fight nearby enemies first

to fill your Musou meter to maximum. Then run straight for Yoshimoto. When you reach him, he is surrounded by dozens of guards. Unleash your Musou attack immediately to clear space and do damage to all surrounding enemies. Then concentrate on Yoshimoto, using combos to keep him off balance and attacking his cohorts only to fill your Musou meter. Repeat until Yoshimoto dies.

#### ELIMINATE NOBUNAGA ODA!



With Yoshimoto dead, you can turn to Nobunaga. Hop on Yoshimoto's horse and ride north to Nobunaga. Use the map in the info screen to locate and intercept him. Make sure you fill up on life and Musou before engaging Nobunaga. Concentrate your attacks on Nobunaga, who is guarded by enemies and an officer. Use your Musou attacks to repel enemies that get too close, and to damage Nobunaga. Combo attacks

that keep Nobunaga off balance are key.

### NOTE

THIS SCENARIO ENDS WHEN YOU DEFEAT BOTH NOBUNAGA AND YOSHIMOTO, EVEN IF YOU HAVE OTHER OUTSTANDING MISSIONS TO ACCOMPLISH. TO GET FULL EXPERIENCE AND BETTER WEAPONS FROM THIS SCENARIO, HOLD OFF ON KILLING THE LAST OF THE TWO UNTIL YOU HAVE FULFILLED THE OTHER MISSIONS AND GAIN SOME EXPERIENCE, WEAPON, AND ITEM POWER-UPS.

#### DO NOT ALLOW HIDEYOSHI TO JOIN UP WITH NOBUNAGA!



If you kill Yoshimoto first, then Noh and Hideyoshi arrive in the map's center and begin moving to meet up with Nobunaga in the northeast. Stop Hideyoshi before he delivers something valuable to Nobunaga. Ride, don't run, to Hideyoshi. Don't stop for anything, because it only takes him a minute or so to reach Nobunaga. When you see Hideyoshi, eliminate him to win this mission. If you fail, you have to kill Nobunaga, who is joined by Hideyoshi, making your battle difficult.



#### ELIMINATE OICHI!

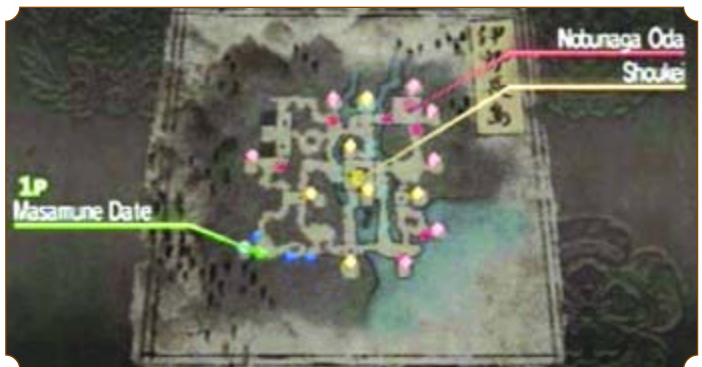
If you defeated Nobunaga first instead of Yoshimoto, then Oichi appears for revenge. Ride to the map's center to find and eliminate her.

#### PREVENT IEYASU TOKUGAWA FROM JOINING UP WITH HANZO!



If, on your way to defeating Yoshimoto, you run into his best officer, Ieyasu Tokugawa, you trigger a new mission: Prevent Ieyasu's ninja, Hanzo, from joining with him. Simply defeat Ieyasu to fulfill the mission. If, instead, you hunt down Hanzo first, then Ieyasu retreats, and you get another mission to eliminate Ieyasu before he can escape.

## Ise Campaign



### Missions

- Occupy the west fortress!
- Eliminate the Oda Army's Bokuzen Ujiie!
- Eliminate Shoukei!
- Eliminate Yoshitaka Kuki's cannon unit!
- Eliminate Magoichi Saika!
- Obliterate the Oda Army!
- Eliminate Hideyoshi Hashiba's fire attack unit!
- Eliminate Nobunaga Oda!
- Eliminate Magoichi Saika!





## OCCUPY THE WEST FORTRESS!

In this scenario, Masamune arrives to battle Nobunaga just as he is setting fire to the besieged forces at Ise. If you want to occupy the west fortress, head north-east and kill the pilgrim there to secure the stronghold. That completes the mission.



## ELIMINATE THE ODA ARMY'S BOKUZEN UJIE!

You get this mission at the same time you get the mission to occupy the west fortress. If you choose to eliminate Bokuzen Ujiie, head east to run into him. Defeat him to fulfill this objective.



## ELIMINATE SHOUKEI!

If you secured the west fortress, the next mission is to eliminate Shoukei. Head east into the main fortress, where you find him waiting. Ignore the guards around him and hit him with Musou attacks and combos.



## ELIMINATE YOSHITAKA KUKI'S CANNON UNIT!

This mission appears if you killed Bokuzen instead of taking the west fortress. In this case, you must kill the officer, Yoshitaka, in the map's southeast corner to stop Kuki's cannon unit.



## ELIMINATE HIDEYOSHI HASHIBA'S FIRE ATTACK UNIT!

As you enter the main fighting between Oda and the resistance forces in the map's center, you see Nobunaga give the order to Hideyoshi Hachiba to light fire to the central fortress. As this also harms Masamune's units, you must intercept Hideyoshi and defeat him

before he arrives at his destination. He starts out in the northeast corner, and if he makes it to the central fortress, you fail this objective. If you complete this mission, you proceed to eliminate Nobunaga. Otherwise, you must battle Magoichi Saika and then obliterate the entire Oda Army.

## ELIMINATE MAGOICHI SAIKA!



If you fail to stop Hideyoshi Hashiba, Magoichi shows up immediately. Another officer is an unwanted intrusion to Masamune, so head northwest of the central fortress to meet Magoichi and eliminate him. Magoichi also shows up later in the scenario even if you did stop Hideyoshi. In this case, he appears after you defeat Nobunaga and you must eliminate Magoichi to end the scenario.



## OBLITERATE THE ODA ARMY!

This mission appears after failing to stop Hideyoshi and beating Magoichi. In this case, you must defeat all Oda officers on the map before confronting Nobunaga.



## ELIMINATE NOBUNAGA ODA!

After either stopping Hideyoshi or wiping out the Oda Army, you face Nobunaga. He is a strong opponent protected by many guards, so keep him off balance with combos and use Musou attacks to free yourself when surrounded. After killing Nobunaga and Magoichi, the mission ends in success.

## Nagashino Campaign



## Missions

- Defeat Tadakatsu Honda and assault the musket unit!
- Endure the enemy attack at Shitaragahara!
- Obliterate the Oda Musket unit!
- Obliterate the Takeda Cavalry!
- Do not let Nobunaga Oda get away!
- Do not let Shingen Takeda get away!
- Stop the Tokugawa Army and defend the main camp!

At Nagashino, Masamune sees that Nobunaga is pitting his muskets against Shingen's cavalry. Decide which side to attack first. Choose Nobunaga by completing the "Defeat Tadakatsu Honda and assault the musket unit" mission, or choose Shingen by completing the "Endure the enemy attack at Shitaragahara" mission. You cannot do both; when you complete one mission, the other disappears.



## DEFEAT TADAKATSU HONDA AND ASSAULT THE MUSKET UNIT!

To defeat Tadakatsu and his musket unit, run northwest, where you come across Tadakatsu and his unit lying in wait for Shingen. Kill him to fulfill this objective.



## OBLITERATE THE ODA MUSKET UNIT!



When you have committed to attacking Nobunaga first and defeated Tadakatsu, you get a new mission to destroy all of Oda's Muskets. They are entrenched in the west, protecting Nobunaga's stronghold. Defeat the three officers in command of the musket units: Nagahide Niwa, Kazumasu Takigawa, and Toshiie Maeda. If the Takeda cavalry gets past these muskets to engage Nobunaga, or if you attack Takeda officers, you fail this mission.



## DO NOT LET NOBUNAGA ODA GET AWAY!

If you succeed in destroying the musket officers and the musket units, Nobunaga retreats. Eliminate him before he can leave. Because you beat the muskets, you should be outside Nobunaga's stronghold, and he has to run past you. Intercept and defeat him. Beware his powerful Musou attack.

## Stop Tokugawa

During this scenario, if you are away from your main base and not engaged with Tokugawa, or if you succeed in destroying either Nobunaga's muskets or Shingen's cavalry, then Ieyasu Tokugawa charges your base, intent on getting rid of you. Intercept Ieyasu and defeat him before he kills your Reserve Captains and officers in your main camp. If that happens, you lose the scenario.



## ENDURE THE ENEMY ATTACK AT



## SHITARAGAHARA!

If you choose to go after Shingen first, run into the map's center and wait for Yukimura Sanada, Masatoyo Naito, Nobufusa Baba, and Masakage Yamagata to arrive within range of the musket fire. The challenge is to endure the gunfire from Nobunaga without engaging his troops, and wait for Shingen's forces to arrive.

## OBLITERATE THE TAKEDA CAVALRY!



## DO NOT LET SHINGEN TAKEDA GET AWAY!

After Yukimura, Masatoyo, Nobufusa, and Masakage go down, Shingen signals



the retreat. Get to his camp and defeat him before he escapes. He is easier to defeat now that all of his officers are gone, but be careful of the units guarding him.

## Ending the Mission

*After you finish off either Shingen or Nobunaga, you must still defeat the other. In either case, eliminate all the warlord's officers first and force him to retreat. That triggers the mission not to let him escape. Then move in and defeat him. Doing so ends the scenario.*

## Alternative Scenarios

*After scenario four, Masamune's Tale branches into two final scenarios. If you get the missions not to let Nobunaga and Shingen escape, and defeat them before they flee, then you get the "Attack on Honnouji" mission, which reveals Masamune's true ending. However, if you let either warlord escape, or killed them before you received the mission to stop their retreat, you play the "Odawara Campaign" finale.*

## Odawara Campaign



## Missions

- Show Kagenobu Uesugi the full extent of your power!
- Defeat Yukimura and Kunoichi!
- Clear the fourth floor quickly!
- Defeat Keiji Maeda!



The Odawara Campaign is a castle scenario set in a five-level castle. The castle maps are revealed at the outset so you do not need to do any exploring. Moreover, Kenshin Uesugi and Shingen Takeda's armies are battling each other within the castle, so you can run past the enemy troops unmolested. Run through the first level and up to the second floor.



## SHOW KAGENOBU UESUGI THE FULL EXTENT OF YOUR POWER!



When you reach the second floor, move to the stairs to the next level. You might encounter Kageie Kakizaki and Masanobu Kosaka. Ignore their insults; they are irrelevant to your objective. Go past them and to the exit room. However, as you draw close to the stairs, you run into Kagenobu Uesugi. Kill him to fulfill your first mission. Ascend to the next level.

## DEFEAT YUKIMURA AND KUNOICHI!



Level three has five sets of stairs, but only one is the real way up. Use trial and error to find the right staircase. However, before you reach the stairs, you run into Yukimura Sanada and Kunoichi. Make sure you've accumulated maximum life and Musou at the level's beginning so you are ready when you encounter them. Attack Yukimura exclusively. Unload your Musou attacks and combos on him. You only need to defeat him to win the mission, as Kunoichi runs away when Yukimura goes down. When they are defeated, you win the mission.



## CLEAR THE FOURTH FLOOR QUICKLY!

As soon as you arrive on the fourth floor, you get the mission to clear the floor quickly. You must get up the stairs to level five in five minutes. Fill up your Life and Musou meters with power-ups or by killing enemies, but don't dawdle. Run to the stairs to the next floor.



## DEFEAT KEIJI MAEDA!

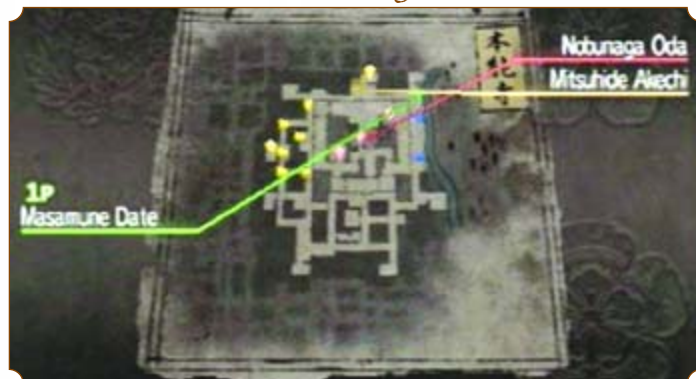
When you get to the stairs to level five, Keiji Maeda is waiting. He only has two samurai with him, so you won't be overwhelmed. Attack Keiji relentlessly. Don't give him the opportunity to hit you because he has a powerful attack. Run away whenever he uses his Musou attack. Using hit-and-run tactics and pressing your advantage with Masamune's lengthy combo attacks wins the mission for you.

## Kenshin and Shingen

When you reach level five, you battle Kenshin and Shingen immediately. Pick one and attack him exclusively until he is dead. Then go after the other. Both are surrounded by guards, but if you employ the same tactics that helped you defeat the officers leading up to this point, you will win.



## Attack on Honnouji



## Missions

- Reach the main hall before the Akechi Army enters!
- Defeat the enemy commander Mitsuhide Akechi!
- Defeat the Oda Army's elite officers!
- Defeat the enemy commander Nobunaga Oda!
- Defeat the Akechi Army's elite officers!
- Defeat the enemy commander Mitsuhide Akechi!
- Do not allow Nobunaga Oda to escape!

## REACH THE MAIN HALL BEFORE THE AKECHI ARMY ENTERS!



In this final mission, you must eliminate Nobunaga before Mitsuhide Akechi does. You start in the map's northeast corner. Nobunaga is close by, but you must take the long route to reach him. Start running south. Ahead is a Reserve Captain and the closed east gate on your right. Kill the Reserve Captain to open the gate and enter.

Continue south until you get to another door, which opens when you approach. Go through and kill the Reserve Captain behind the door to unlock the next gate. Run west. As you pass below the main hall, your officers tell you that the main gates are locked, so you'll have to continue in a clockwise motion around the main hall to enter from the north entrance. The gate ahead of you opens after this dialogue.



After you run west, kill another Reserve Captain to unlock the gate that lets you run north. At the hall's end, a final Reserve Captain guards a gate on your right. Kill him to open the gate and run east. When you see the north entrance to your right, run up to it to complete this mission.



**DEFEAT AKECHI ARMY'S ELITE OFFICERS!**

As soon as you reach the main hall's north entrance, Akechi and his officers burst into Honnouji from the map's western edge. Run west to meet them. Six officers are gathered there and you must kill them all at once. Max out your Musou meter and tear into them. They are guarded by dozens of warriors. Let them all get close, then unleash your Musou attacks to take down multiple enemies at a time. When

your Musou attack blasts an officer away from the rest of the group, run up to finish him off quickly while the other Akechi troops scramble to their feet. Defeat all Akechi officers to complete the mission.

**DEFEAT THE ENEMY COMMANDER MITSUhide AKECHI!**

While you are fighting the Akechi officers, Mitsuhide comes riding in on his horse. Finish off the officers before you fight Mitsuhide. Use a combination of Musou attacks and combo moves to keep Mitsuhide off balance. After you kill him, mount his horse for better mobility.

**DEFEAT THE ODA ARMY'S ELITE OFFICERS!**

When Mitsuhide arrives, Nobunaga throws open the main hall's gates and begins his escape. His officers also arrive to cover him. Kill all five of them: Keiji Maeda, Hideyoshi Hashiba, Ranmaru Mori, Noh, and Oichi. Use the map in the info screen to find Keiji and Hideyoshi. The other three, because they serve under Nobunaga directly, are not displayed in the info screen. Use the minimap to locate them. They each roam alone, so you do not need to fight several officers at once. But the officers are surrounded by guards.

**DEFEAT THE ENEMY COMMANDER NOBUNAGA ODA!**

After you slay his elite officers, run down to the map's southeast corner, where Nobunaga is waiting. He has relatively few guards around him. Before you get to him, max out your Life and Musou meters. Kill Nobunaga and you finally bring all of Japan under your rule.

**NOTE**

IF YOU FAIL TO REACH THE MAIN HALL BEFORE AKECHI, YOU MUST STILL BEAT HIM AND HIS OFFICERS, BUT YOU DO NOT HAVE TO KILL NOBUNAGA'S OFFICERS BEFORE KILLING NOBUNAGA.





## A New Hero's Tale



## The Battle of Okehazama



### Missions

- Defeat the Oda advance force!
- Defeat Nobunaga Oda, and protect the main camp!
- Persuade Ieyasu Tokugawa to defect!
- Eliminate Hanzo Hattori!
- Occupy the enemy's main camp!
- Defeat the Oda Army's main force!
- Defeat the Oda Army's ambush party!



### DEFEAT THE ODA ADVANCE FORCE!

When the mission begins, Yoshimoto Imagawa orders you to attack the Oda Army. Head west out of the Imagawa camp toward the map's center and battle the Oda advance force commander, Hidetaka Kawajiri. Kill him to stop the advance. If Hidetaka reaches the Imagawa camp, or you defeat Nobunaga first, you fail this mission.



### DEFEAT NOBUNAGA ODA, AND PROTECT THE MAIN CAMP!

After killing Hidetaka, rush back to your starting camp. Nobunaga Oda is moving from the north down into Imagawa's camp. Defeat Nobunaga before he can kill Yoshimoto, or you lose the mission and the scenario.

## Persuading Ieyasu Tokugawa

If you killed Nobunaga before you got the mission, "Defeat Nobunaga Oda, and protect the main camp," then you get a mission to persuade Ieyasu to join you. He is in the south, so ride to him on Nobunaga's horse. If you run on foot, you won't catch him. Ieyasu is moving toward Ohdaka Castle in the southwest. If he reaches it before you catch him, he joins Nobunaga, then sends Hanzo to kill Yoshimoto, prompting the "Eliminate Hanzo Hattori" mission. But if you contact Ieyasu before he gets to Ohdaka, he joins you.



### DEFEAT THE ODA ARMY'S AMBUSH PARTY!



Nobunaga's defeat was part of his plan; his retreat is the signal for his second ambush force to attack Imagawa. Three groups of enemies appear in the Imagawa camp. Kill them or their commander, Noh, in Zenshouji Fortress, to end the ambush. Be quick. If they succeed in killing Yoshimoto, you lose the scenario.



### OCCUPY THE ENEMY'S MAIN CAMP!

If you completed "Eliminate Nobunaga" and "Defeat the Oda ambush," your next mission is to occupy the enemy's northwest camp. Go there and kill Yoshinari Mori and the two Reserve Captains.



### DEFEAT THE ODA ARMY'S MAIN FORCE!

After killing Hanzo or occupying the Oda main camp, you must defeat the rest of the Oda Army. Eliminate Oichi, Hideyoshi Hachiba, and Noh. If Ieyasu joined Nobunaga, you must also eliminate him. Their locations are flashing dots on the minimap. When you defeat these enemies, you win the scenario.

## The Battle of Kawanakajima





## Missions

- Attack the advance units to deceive the enemy!
- Eliminate Kenshin Uesugi!
- Help Yukimura Sanada descend Mt. Saijyo!

In scenario one, "The Battle of Okehazama," Yoshimoto's ineptitude was exposed, so you looked for a new lord. In scenario two, "The Battle of Kawanakajima," that lord is Shingen Takeda.



### ATTACK THE ADVANCE UNITS TO DECEIVE THE ENEMY!

While the ninja, Kunoichi, is sneaking into Kenshin Uesugi's camp at Mt. Saijyo for a sneak attack, you must distract his army. Head southwest and attack any enemy officers you see. It is easy to fail this mission. Do not go into Hachimanbara or cross the southeast

river. Doing so alerts Kenshin to the sneak attack. To buy Kunoichi enough time, kill officers Kageie Kakizaki and Shigenaga Honjo, or get 100 KO's.

## Uesugi Charges

When Kunoichi arrives in Kenshin's camp, she sees that he is gone. Uesugi pre-empted Kunoichi's sneak attack and is charging Shingen Takeda's camp. Watch Kenshin's location on the minimap. If he reaches the Takeda camp and kills Shingen, you lose the whole scenario.



### HELP YUKIMURA SANADA DESCEND MT. SAIJYO!

Whether the sneak attack succeeded or failed, Yukimura Sanada is now trapped on Mt. Saijyo. Escort him to camp. Head south to Yukimura, which is the flashing dot on the minimap. He needs to reach the "X" that appears on your minimap. Kill all enemies between him and that "X." Yukimura fights any enemy he sees, so to entice Yukimura down from Mt. Saijyo, make sure no enemies stand in his path. You lose the mission if Yukimura is defeated.



### ELIMINATE KENSHIN UESUGI!

The order to eliminate Kenshin comes after you complete or fail the mission to escort Yukimura down from Mt. Saijyo. Use the map in the info screen to locate Kenshin, then run after him. He is on horseback, so unseat him and attack. More than a dozen warriors surround Kenshin. Separate him from his guards using your Musou attack. Use combo attacks to keep Kenshin off balance, preventing him from attacking you. When he goes down, you win the scenario.



## NOTE

SOMETIMES, YUKIMURA WON'T COME DOWN FROM MT. SAIJYO. HE STAYS ON THE MOUNTAIN LOOKING FOR ENEMIES TO FIGHT. IF THAT IS THE CASE, YOU CAN'T FINISH THE ESCORT MISSION, AND MUST ELIMINATE KENSHIN WITHOUT GETTING THE ORDER TO DO SO.

## The Battle of Nagashino



## Missions

- Defeat the enemies inside Nagashino Castle!
- Eliminate the enemy ambush party immediately!
- Defeat Nobumasa Okudaira's unit!
- Eliminate Keiji Maeda at once!
- Eliminate Nobunaga Oda!

Years later, Katsuyori takes control of the Takeda clan from his dead father. Your character is helping him fight against Nobunaga Oda at Nagashino.



### DEFEAT THE ENEMIES INSIDE NAGASHINO CASTLE!

Before Katsuyori launches his cavalry charge at Nobunaga, he orders you to secure Nagashino Castle. Head north and kill Nobumasa Okudaira and the Reserve Captain. Kill as many remaining enemies at the fortress as you can. The survivors run away. If you wait longer

than five minutes, or charge into Shitaragahara, you fail the mission.

### ELIMINATE THE ENEMY AMBUSH



### PARTY IMMEDIATELY!

After Nagashino is secured, an Oda ambush party appears to the east of the Takeda camp. Kill the leader, Tadatsugu Sakai, to win the mission and rout the ambushers. Even if you failed in the previous mission, the ambush still occurs when the Takeda forces ride into Shitaragahara and are shot down by Nobunaga Muskets.

## TIP

AFTER THE AMBUSH, SECURE THE SPAWN POINTS IN NAGASHINO AND EAST OF THE TAKEDA CAMP BY KILLING THE RESERVE CAPTAINS THERE. NO MORE ENEMIES FROM THOSE DIRECTIONS ATTACK YOUR CAMP.







## DEFEAT NOBUMASA OKUDAIRA'S UNIT!

If you failed to secure Nagashino and the ambush party is storming your camp, Nobumasa Okudaira marches down from the north and joins the ambushers in attacking Takeda. Kill Nobumasa before killing Tadatsugu to fulfill this mission.



## ELIMINATE KEIJI MAEDA AT ONCE!

When Tadatsugu's ambush party attacks, Keiji Maeda rides toward the Takeda camp. When he arrives, intercept and defeat him in battle before he can kill Katsuyori. Dozens of regular enemy units follow him into Camp Takeda, but defeat him first.

## Killing the Other Nobunaga Officers

Keiji Maeda isn't the only invading Oda officer. Mitsuhide Akechi rides in from the west, and Hanzo Hattori comes from the north leading a dozen ninja. Eliminate them and any other enemy officers at your camp before you head for Nobunaga, or they will kill Katsuyori.

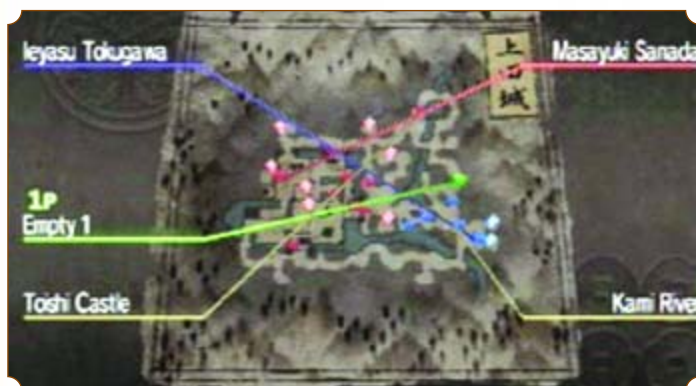


## ELIMINATE NOBUNAGA ODA!

After you kill Keiji and any other enemy officers near Katsuyori, hop on Keiji's horse and head southwest to Nobunaga's fortress. Defeat him to end the scenario!



## Siege of Ueda Castle, Part One



## Missions

- Head for the north gate without being detected!
- Eliminate Mino Kaneko quickly!
- Defeat the enemy officers by the east gate!
- Thwart the ploy at Toishi Castle!
- Prevent Kunoichi from entering the main camp!
- Prevent Yukimura from entering the main camp!
- Defeat the enemy officers by the north gate!

After Nagashino, you joined Ieyasu Tokugawa, and are attacking your former commander, Yukimura.

## HEAD FOR THE NORTH GATE WITHOUT BEING DETECTED!



When the scenario begins, run toward the flashing "X" on the minimap, which marks Ueda Castle's north gate. Go west, across the bridge, and continue until you reach the "X." Do not engage enemy officers along the way or you lose the mission. The closest officer, Yoritsuna Yazawa, is a flashing dot on the minimap. Wait until he is farther south before dashing to the north gate.

## failing the first Mission

If you fail to sneak to the north gate undetected, the Sanada forces ride out to attack you. Your mission is to defeat Mino Kaneko and Yoritsuna Yazawa in two minutes.



## ELIMINATE MINO KANEKO QUICKLY!

When you arrive at the north gate, it opens. Go inside and eliminate Mino Kaneko within one minute. If you delay longer than that, you fail the mission.

## DEFEAT THE ENEMY OFFICERS BY THE EAST GATE!



After Mino Kaneko dies, the gates behind him open. Head south through the gate and eliminate the officers, Genba Karasawa and Yoritsuna Yazawa, to open Ueda Castle's east gate. They are represented on the minimap as flashing dots. Go after them. Do not explore Ueda Castle or you will run into Yukimura and fail the mission.

## THWART THE PLOY AT TOISHI CASTLE!

When the east gate opens, head northwest to Toishi Castle to stop the Sanada plot. When you arrive at Toishi Castle, kill the officer Iyo Tomizawa. This thwarts the Sanada plot to flood the Tokugawa camp. If you take longer than three minutes to defeat Iyo, you lose this mission.







### PREVENT YUKIMURA FROM ENTERING THE MAIN CAMP!

Yukimura attacks Tokugawa's camp after you complete the Toishi Castle mission. However, he attacks earlier if you failed any of the previous missions. Defeat Yukimura before he reaches Ieyasu to win this mission.



### PREVENT KUNOICHI FROM ENTERING THE MAIN CAMP!

When you resolve the Toishi mission, Kunoichi also marches toward the Tokugawa camp. If you are battling Yukimura, defeat him and hurry to base to stop Kunoichi before he reaches Ieyasu.

## Ending the Scenario

After you defeat Yukimura and Kunoichi, the south gates into Ueda Castle open. Ride into the heart of Ueda in the west and eliminate Masayuki Sanada to end the scenario.



## Siege of Ueda Castle, Part Two

### Missions

- Eliminate Kunoichi!
- Eliminate Kunoichi!
- Eliminate Kunoichi!
- Eliminate Kunoichi!
- Eliminate Kunoichi!
- Eliminate Kunoichi!
- Eliminate Yukimura Sanada!
- Eliminate Hanzo Hattori!

### NOTE

"ELIMINATE KUNOICHI" SHOWS UP AS A MISSION SIX TIMES BECAUSE EACH TIME YOU ENCOUNTER HER, YOU GET THE ORDER TO DEFEAT HER FOR EXPERIENCE.



When the scenario begins, head south toward the level two stairs. Guarding the room before the stairs is Genba Karasawa. Defeating him is not a prerequisite for leaving this floor.



### ELIMINATE KUNOICHI ON THE FIRST FLOOR!

If you head straight for the stairs, you won't face Kunoichi. From your start location, go straight, take a right, and continue straight to reach Kunoichi's room. If you fight her there, she shows up again at the stairs to sublevel two to fight once more. You can ignore her and head down. The only thing you lose by not fighting Kunoichi is some experience.



### ELIMINATE KUNOICHI ON THE SECOND FLOOR!

After you enter the castle from the outside, go right to enter the room on the second floor where Kunoichi waits. Supporting her is the officer, Shigenori Suzuki. If you defeat Kunoichi here, she shows up again before the sublevel three stairs.



### ELIMINATE KUNOICHI ON THE THIRD FLOOR!

As on previous floors, you can go to the stairs without fighting Kunoichi. To find her, explore in the south. If you defeat her there, she does not return to fight you a second time on this floor, as she does in the previous levels.



### ELIMINATE KUNOICHI ON THE FOURTH FLOOR!

Kunoichi appears on level four when you step out of the room where you start. This is the last time you face her.



### ELIMINATE HANZO HATTORI AND YUKIMURA SANADA!

On the final level, run to the room past the garden at the pathway's end. Inside, Hanzo is fighting Yukimura. Pick one to eliminate: Neither fights you until you hit one of them. When you do that, they attack you. You can only beat one. Your choice of victim determines the final

scenario you play and the ending you get. No matter who you defeat, you end the scenario.

## Alternative Scenarios

If you betrayed Tokugawa and defeated Hanzo in part two of "Siege of Ueda Castle," then you play the "Siege of Osaka—Summer" from the Sanada side. If you beat Yukimura, you play the same scenario from the Tokugawa side, then play a second "Siege of Osaka" scenario within Osaka castle.



## Siege of Osaka—Summer, Sanada Side



### Missions

- Lure the enemy advance force to the Sanada-Maru!
- Stop the enemy cannons!
- Help Yukimura Sanada return to camp!
- Do not allow Masamune Date to enter Osaka Castle!
- Support Yukimura's charge!
- Defeat the Masamune Date Army!
- Assist the Teruzumi Akashi Army!
- Rescue Yukimura Sanada!

### NOTE

THIS SCENARIO IS IDENTICAL TO KUNOICHI'S "SIEGE OF OSAKA—SUMMER" SCENARIO.



### LURE THE ENEMY ADVANCE FORCE TO THE SANADA-MARU!

When the scenario begins, head south through the Sanada-Maru gates and attack Toshitsune Maeda and Tadaoki Hosokawa. Run north. When Toshitsune and Tadaoki follow you to the Sanada-Maru gates, Yukimura unleashes the cannons and you win this mission. Attack Toshitsune and Tadaoki

before the other Sanada officers do, or else they ignore you when you run away.

### STOP THE ENEMY CANNONS!



When you succeed in luring the enemy forces, go south. Tokugawa unveils his cannons. If they reach the east (as marked on the minimap by a flashing "X"), you lose this mission. Two appear in the south and two in the west. Destroy the two in the south first because they are closest to the "X." After you destroy those two, take down the two western cannons.

### HELP YUKIMURA SANADA RETURN TO CAMP!



If you destroy the cannons, Yukimura decides to enlist Hideyori Toyotomi's aid in charging Tokugawa's camp. Escort Yukimura to Hideyori, who is in the northeast. Yukimura starts in the map's center, and has to move clockwise west, then north, then east. This is a hard mission because Yukimura fights every enemy in his path. This mission fails if you do not reach Hideyori in six minutes.

### DO NOT ALLOW MASAMUNE DATE TO ENTER OSAKA CASTLE!



Whether you succeed or fail in bringing Yukimura to Hideyori, Masamune Date appears and attacks your forces. If you failed, this mission is called "Defeat the Masamune Date Army." Masamune appears either in the west or east, and goes to Hideyori. Eliminate him before he kills Hideyori or you lose the scenario.

### NOTE

THE "ASSIST THE TERUZUMI AKASHI ARMY" MISSION

ONLY OCCURS IF YOU FAIL TO ESCORT YUKIMURA TO HIDEYORI, AND BOTH TERUZUMI AKASHI OF THE TOYOTOMI ARMY AND TADAMASA HONDA OF THE TOKUGAWA ARMY ARE STILL ALIVE. IF THAT HAPPENS, KILL TADAMASA.



### SUPPORT YUKIMURA'S CHARGE!



If you defeat Masamune Date, or if Hideyori cowers in the map's northeast corner, Yukimura charges Tokugawa's camp. This mission requires you to escort Yukimura. You win when Yukimura gets into the camp. This is difficult to do. Instead, run ahead of Yukimura to the south, kill Tadasuke Okubo to unlock the gates into Tokugawa's camp, and kill Ieyasu. This ends the scenario in victory.



### RESCUE YUKIMURA SANADA!

This mission only occurs if you succeeded at the first four missions, and then only if Yukimura has charged into Tokugawa's camp without you. The rescue is successful when you kill 100 Tokugawa soldiers in Ieyasu's camp.



## Siege of Osaka—Summer, Part One, Tokugawa Side



### Missions

- ❶ Silence the Sanada-Maru's cannons!
- ❷ Do not allow Yukimura Sanada to enter the fortress!
- ❸ Prevent Yukimura Sanada from entering the main camp!



### SILENCE THE SANADA-MARU'S CANNONS!

When the scenario begins, run north to the Sanada-Maru gate. Kill the Defense Captain in front of the gate to open it. Go inside; Yukimura is in front of you and Defense Captains are to your left and right. Stop the cannons by defeating either Yukimura or both Defense Captains. Dozens of soldiers surround them, so run to one and fight. Don't

wait at the gates for all of them to converge on you or you will have to fight all three at once.



### DO NOT ALLOW YUKIMURA SANADA TO ENTER THE FORTRESS!

After stopping the cannons, Yukimura appears in the map's center and runs south. Defeat him before he reaches the Tokugawa camp. Use frequent Musou attacks and combos to prevent him from counterattacking you. He is not as heavily guarded this time.

## Storming Osaka Castle

After you stop Yukimura's first charge at the Tokugawa fortress, head northwest to the Osaka Castle's west gate. Kill the officer there, Danemon Ban, to open the gate, and enter.



### PREVENT YUKIMURA SANADA FROM ENTERING THE MAIN CAMP!



After you defeat Yukimura in the "Do not allow Yukimura Sanada to enter the fortress" mission, then rout Danemon and enter Osaka, Yukimura makes another run at the Tokugawa camp. He resurfaces in the northwest. If you are inside Osaka, run out and fight him. In this battle, Yukimura is tough to beat. Don't hesitate to run away and look for power-ups before returning to resume fighting.

## Ending the Scenario

After entering Osaka, head east. When you reach the locked gate, kill Katsunaga Mouri to open it. Continue east to fight Harunaga Ohno. If you can catch Hideyori before he retreats behind the gates in the northeast, you end the scenario. If not, you must eliminate all Toyotomi officers to win the scenario. Use the minimap to locate all remaining officers and kill them.



## Siege of Osaka—Summer, Part Two, Tokugawa Side

### Missions

- ❶ Eliminate Kunoichi!
- ❷ Eliminate Hideyori Toyotomi!
- ❸ Eliminate Kunoichi!
- ❹ Eliminate Hideyori Toyotomi!

### NOTE

THIS SCENARIO IS IDENTICAL TO THE FINAL HANZO SCENARIO. REFER TO THAT SECTION FOR MORE DETAILS.

You are hunting Hideyori in this scenario. The stairs leading up to the next level are locked until you determine that Hideyori is not on your floor. That means you have to look for every officer on your current level.



On level one, find Katsunaga Mouri, who is in the west, and Danemon Ban, in the northeast. After that, the level two stairs unlock. You need to find these officers, not kill them.



## ELIMINATE KUNOICHI!



While exploring the second floor, you find Kunoichi in the west, along with Kanesuke Susikida. Defeating them is optional. Many enemies are in this room, so if you choose to fight, it is a tough battle.

## ELIMINATE HIDEYORI TOYOTOMI!



On level two, the level three stairs won't unlock until you find Hideyori Toyotomi in the north. Kill him to discover that he is a decoy, but the stairs are now accessible. Toyotomi is easy to kill.

## ELIMINATE KUNOICHI!



On the third floor, Kunoichi is waiting for you in the room containing the level four stairs. However, killing her does not open the stairs. To do that, look for the two officers on this level: Shigenari Kimura and Harunaga Ohno. Shigenari is in the level's beginning, while Harunaga is in the northeast.

## ELIMINATE HIDEYORI TOYOTOMI!

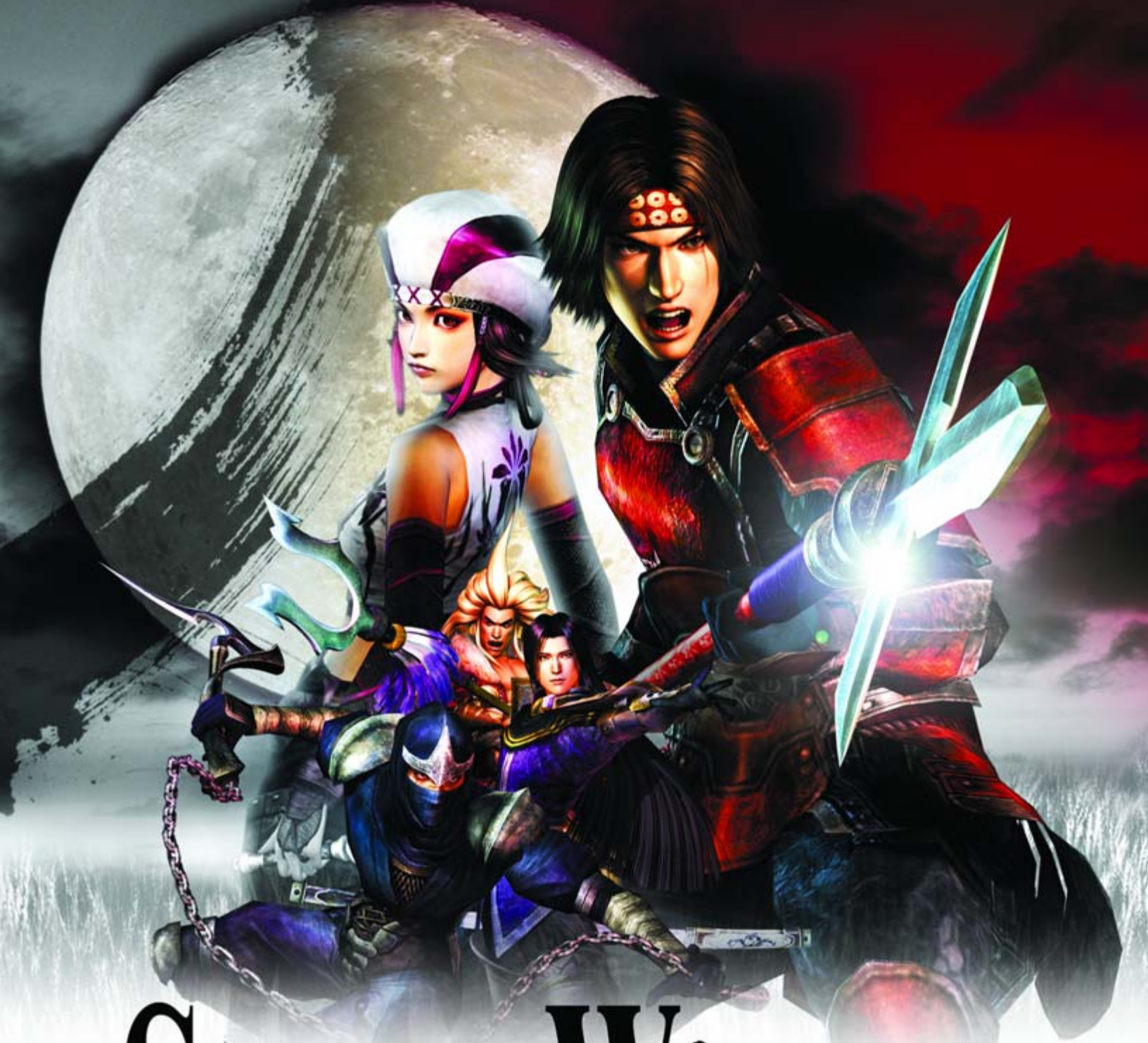


Three officers are on this level: Matabei Goto, Morichika Chosokabe, and Teruzumi Akashi. You cannot unlock the level five stairs until you find Hideyori, who is in the northeast. Kill him to unlock the stairs.

## final Showdown

*Level five is a single room. Inside is Yukimura, not Hideyori. He is guarded by two samurai, who are easy to beat. No power-ups are in this room. Use combos to keep Yukimura off guard. Run away until your Musou meter recharges to full, if you are at low health. If not, keep pounding away at Yukimura until he goes down. With Yukimura's death, the "New Hero's Tale" ends.*





# SAMURAI WARRIORS



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